9 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD! PlayStation® 12HOURS **OF GAMEPLAY** FROM THE MAKERS OF GRAN **PLAYABLE DEMOS** CRACKED! ry glitch solved in our The most conti game ever! Face to face with Manhunt HUG PLAYA OFFICIAL REVIEW ONLY WITH TI MAGAZINE! Namco's answer to Metal Gear Solid blasts onto PS2. Official verdict inside! NZ \$16.95 ISSUE 18 SEPTEMBER 2003 MACE GRIFFIN ATV 2 DEAD TO RIGHTS DIE HARD AND You could drive away HEAPS MORE! in our Nissan 180SX. Grab the coupon inside!



FIRE

For the greater good You are Kais - Fire Warrior The Next 24 Hours could be your finest or your last...

"an early contender for the console first-person shooter of the year" - Gamespy













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PlayStation & Conficial MAGAZINE-AUSTRALIA

PlayStation 2

WRITE TO

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Distributed throughout Australia by NDD. Printed in Australia by Webstar Printing, Distributed throughou New Zealand by IMD.

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NAZ'S TOP 2 ATV OFFROAD FURY (SONY) OUT NOW

After a long break, Richie and I have revved up the old ATV rivalry this month. Not the longest single player game in the world but easily one of the best multiplayer experiences available. And don't believe anything Richie says about winning – that punk just got lucky.

MACE GRIFFIN: BOUNTY HUNTER (VIVENDI) NOW

Plays a lot like an Xbox game you may have heard of – rhymes with J-Lo – and packs plenty of action per square metre.



RICHIE'S TOP 2 ATV OFFROAD FURY (SONY) OUT NOW

It's back to another oldie again for me. Narayan and I have enjoyed a friendly tivalry for years now and no racer gets more competitive than this one. I'm \$26 on top at the moment...

XIII

(UBISOFT) OCTOBER

We've been lucky enough to have an early build of this game in the office and I'm having a great time blasting away. The graphics look top notch and are a nice change from most other IPS games. See you soon Metrick & Rosso! Ha!



"Our rules should change with the times ..."

EDITOR'S LETTER



Got an opinion on censorship? If you don't, then now's the time to have one. All of *OPS2*'s valued readers – whether they be six or sixty, should know the facts. Fact is, that in comparison to most modern countries, Australia's

classification system is limited.

The most "adult" a game can possibly be deemed in Australia is M15+. So what? What that M15+ rating means is that unlike our foreign cousins (including those in Europe, Asia and North America), we can only see altered versions of games (rated in these countries as R18+) to fit under our guidelines. Worse still, the "powers that be" can ban something altogether. The recent movie *Ken Park* is a case in point. Will you ever get to see this movie that the rest of the world is talking about? Probably not.

Granted, complete bans and altered versions are rare. In fact, to date, it is true to say that they can be basically disregarded as "no big deals". Who even noticed the changes in GTA 3 or Vice City? I know I couldn't have cared less. But the crux of the matter is that when we as a society starts having what we see altered or filtered, then it becomes a society straying into dangerous territory.

Everything that we enjoy including videogames, movies and music are broad, and all have content that varies wildly. Simply, some are suitable for kids and some for adults. This is a fact that is never going to change and the suggestion of introducing an R18+ rating is not an endorsement for a "free for all". Another fact is that the generations who first grew up with videogames in the 70's and 90's are now adults — many of whom still play videogames. Our rules should change with the times in reflecting this.

The whole premise behind only having an M15+ rating is an admirable one, but it doesn't work. The idea is that only games that are suitable for children and young teens can only be released. It's to protect the children. But how much protection can it offer when a game can just be cosmetleally altered? I believe an R18+ rating that was enforced in stores would be more effective.

Check out our exclusive feature on *Manhunt*, starting on page 38. Here's an "adult" game sure to attract plenty of controversy. It'll be interesting to see if you'll ever get to play it for yourself ...



OPS2 WANTS YOU! STAFF WRITER NEEDED

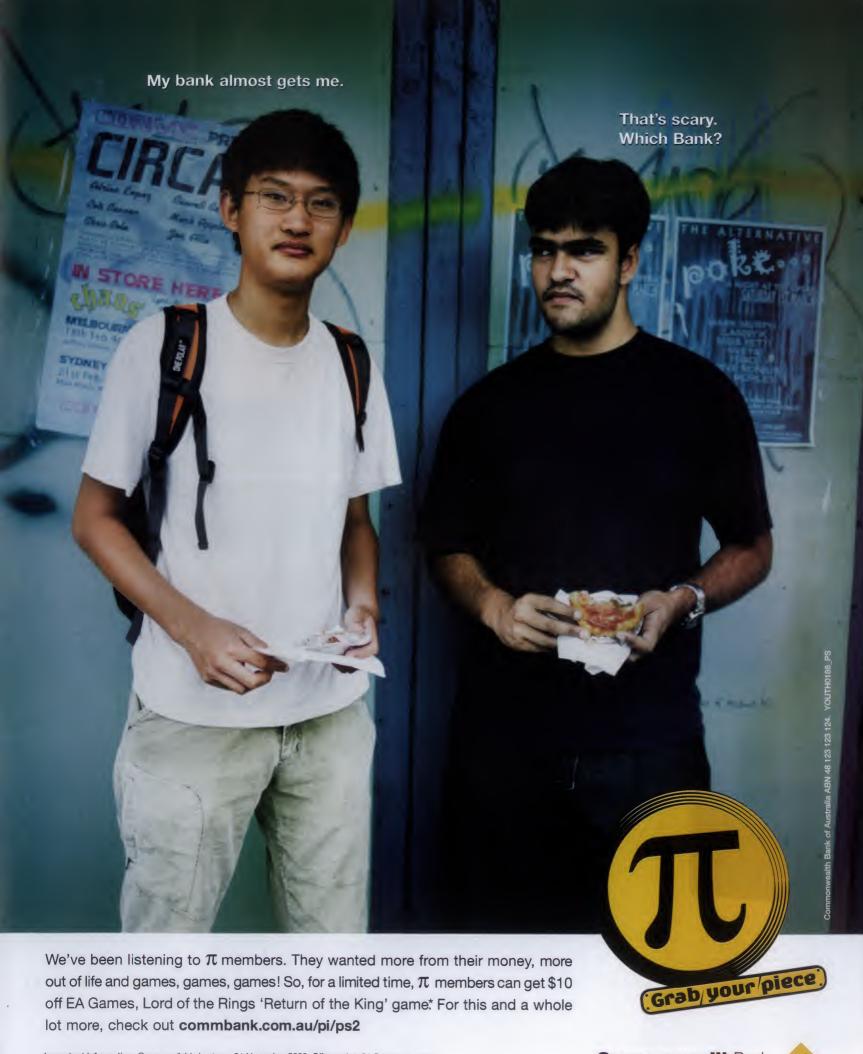
Ever wondered what it would be like to work on Australia's most successful and authoritave videogames magazine? *OPS2* will soon be offering a fantastic start to a talented and aspiring videogames journalis! We are in search of an exceptional young writer who possesses the qualities to really make a mark in the industry.

You must have solid writing credentials a sound knowledge of pop culture and the gift of the gab. Most importantly though, all *OPS2* staff must have a great sense of humourt

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Our search has already begun, so send your CV along with a cover letter [and anything else that you think might impress usi] to: Richie Young, PO Box 1037, Bondi Junction NSW 2022. Good luck!

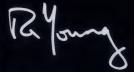






ON THE DVD **LAYABLE DEMOS**

w about this then? Not your usual run-ofthe-mill disc here. No, first off the bat we've got a great Storsky & Hutch demo but as if that wasn't enough, we're giving you the chance to win yourself a trip to California, home of the boys themselves. Once you've found the right spots, on to the rest of the disc. The challenge for Mace mean. After that it's all plain sailing but there's Go see the THUG.



RICHIE YOUNG

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start up your choice. Please note, you

YOUR DISC

Every issue, Official PlayStation 2 Magazine brings demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From GT3 and MGS2 to TimeSplitters 2 and Final Fantasy X, games that matter. Throw in top quality video footage of the hits of the future and our DVD is

■ DISC PROBLEMS?

If your disc isn't working properly, simply send it back to this address for a replacement Demo Disc Returns Official PlayStation 2 Magazine Level 3, 75 Grafton St. Bondi Junction, NSW, 2022

STARSKY & HUTCH

TARSKY HUTCH

WE'RE BIG FANS of the adventures of street-wise David Starsky and softly spoken Ken 'Hutch' Hutchinson as they cruise those mean streets. The plain-clothed detectives terrorised the bad muthas of Bay City with their big guns, bigger cardigans and the coolest car ever shown on network TV - Starsky's cherry red Ford Torino - throughout

Now's your chance to not only get behind the wheel as Starsky but lean out the window as Hutch and take some pot

Our playable demo gives you one entire level as you attempt to stop a stolen car by any means necessary. Mainly that means shooting and ramming, but who knows what could happen? You can also shoot down and drive through the various targets to improve your handling, speed

And when you've mastered that you can then have a look across the page and go win yourself a trip to San Francisco. Dope.



Starsky's Torino is actually faster than most perps' cars. Bring 'em down by cutting them off and blasting away.

PlayStation & Conficial MAGAZINE-AUSTRALIA









PUBLISHER: VIVENDI UNIVERSAL GAME TYPE: FIRST-PERSON SHOOTER OUT: 19 AUGUST PLAYERS: 1

MACE GRIFFIN: BOUNTY HUNTER

HARD AS A DIAMOND ANVIL and grizzlier than a bear wearing a hornet-filled Jockstrap, Mace Griffin is the latest in a long line of FPS hardmen with an incredibly short fuse and a permanently itchy trigger finger. You can read our review of the Griff's big 'n' blood-soaked adventure by turning to page 82 now. And dammit you should, but before you do why not 'be' the Mace and enjoy our huge, two-part demo. Blast fighters to crispy fragments in space, then park in the belly of a gigantic cruiser and go postal in cracking FPS style.







Notch quick kills in space by backing off and using the homing missiles to nobble your enemies. Safel

ON THE DVD

Platinum

FINAL FANTASY X



GAME TYPE: RPG OUT: NOW PLAYERS: 1

WITH THE RELEASE of the dress-toting Final Fantasy X-2 imminent, here's another chance to acquaint yourself with its stunning predecessor if you haven't already. This demo version contains two playable sections from the start of the game, a dash through a disintegrating city and Tidus's first trek through Spira. The battle system is fairly simple to use but be sure to remember to refuel your health bar with potions every now and again.

As you meet the crew, note their strengths and weaknesses, and try out Valefor's overdrive mode, which can be sped up by selecting 'boost in the aeon's battle menu. And enjoy the FMV - this game sets the benchmark in graphics that many others are still failing to reach.



8000 cout for Blitzball 00 Switch character (battle mode) Switch character (menu screen)











In Zanarkand, don't forget to touch the Save Sphere after defeating Sinspawn Amnes – It will restore all of your HP and MPI

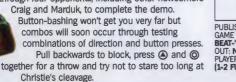
TEKKEN 4

HERE'S NAMCO'S MOST popular fighter series in the final stages of its evolution. Select either the new character Christie, a foxy capoelra master who mimics Eddy's moves from Tekken 3 or Paul, the hardhitting Guile-lookalike with the five o'clock shadow. Bash

through four opponents, including other newcomers Craig and Marduk, to complete the demo. Button-bashing won't get you very far but combos will soon occur through testing combinations of direction and button presses. Pull backwards to block, press (a) and (a)



PUBLISHER: SONY GAME TYPE: BEAT-'EM-UP OUT: NOW PLAYERS: 1 (1-2 FULL GAME)







When playing as Paul, try back and throw for a reversal. If timed right you'll counter any high attack.

FOCUS NOW But not on that cleavage

ZONE OF THE ENDERS



PUBLISHER: ATARI GAME TYPE: ADVENTURE

THIS WAS FIRST featured way back in the early days of OPS2 but still looks as sweet and floaty as it ever did. And with ZOE2 on the way (check out the demo in just two issues time) we thought it time you re-acquainted yourself with life in a mech suit.

The demo starts with you sat at the controls of your Jehuty orbital frame with an enemy mech dude bearing down hard on your shiny metal ass. Once you've completed the training sessions you have two tasks to pollsh off. Your first mission is to clear the area of badasses, including tough boss Viola. Once outta there you can have a pop at the squid-like Tempest, who appears to be having a bit of a bad day and is keen to take it out on you.











Don't forget to pick up all the items dotted around the place – they enhance your mech capabilities.

HEADHUNTER

HE'S BIG, HE'S BEARDED and he's definitely not attracted to men. Except when he's tracking them down, of course, as the future-cop bounty (head) hunter Jack Wade. In the full game big Jack has lost his memory and his job, and is drawn into a conspiracy that only his cunning stealth skills can solve.

in our demo you take control of big Jack to free informers being held hostage by a biker gang at a garage (or 'gas station', if you prefer). You get five minutes to find them and get them to talk to you. Simple, no?





Gun mode



At the beginning of the level, take the right-hand side of the building – the left-hand side is home to a guard who will alert everyone to your presence

THIS IS FOOTBALL 2003



PUBLISHER: SON GAME TYPE FOOTBALL SIM OUT: NOW PLAYERS: 1-8

LAST SEASON'S SONY footle outling is here in a two-and-a-half minute demo which can be played by up to eight players, with the necessary peripherals.

Play as either England or Brazil (a choice that's still just about topical), taking into account the different controls for both defensive and offensive play. Fiddle with the configuration, check out the details - the game Itself is a wealth of statistics and player Information. We know it's not guite Evo 2 but it still supplies plenty of summer fun. Alternatively, you could go down the park and try out a sliding tackle in dog poo. We'll stick with this thanks.





⊗ (<u>a</u>) Pass/change man Through-ball/sliding tackle Shoot/block tackle Long pass/hook tackle 00 m/m Deliberate dive/foul CD R-stick/ Change strategy



2



When faced by a defender, try tapping to perform various skills that will leave your opponent cross-eyed.

TIGER WOODS PGA TOUR 2003

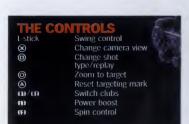


PUBLISHER: EA GAME TYPE: GOLF SIM OUT: NOW PLAYERS: 1 (1-8 FULL GAME)

THE KING OF CLUBS straddles the links in the best golf game on PS2. In this demo you can sample four holes, as well as the frantic clubhouse mode.

The most appropriate club will already be selected - just line up the shot, take the wind into consideration and shoot away. Pull back the analogue stick and flick it forward in a straight line at the appropriate speed. Feel the sun on your face and try to ignore the sad disappointment of Mr Woods every time you mess up a shot. It's the best way to hone your game without becoming a member.









If you want to score and eagle on the 18th at St Andrews you'll find controlled over-spin and the use of the power mode very helpful.

CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...



Tony Hawk's UNDERGROUND

Have a look at the video that set E3 alight - the thing that made us want to put the game on the front cover.



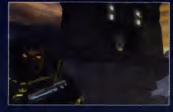
Jak II: Renegade

We're getting mighty excited about Jak II over here in OPS2 Towers and want you to taste some of the excitement. Head to page 28 to read our preview.



KYA

Little Kya might have some tough competition in the platform stakes this Christmas (see Jak II, for instance) but we think she's quirky enough to at least hold her own.



TRIBES AERIAL ASSAULT

We'll review this online-capable FPS next month but you can take a look for yourself with this tasty video.

UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

SPY EDITOR: GEORGE WALTER/SPY CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, STEVEN WILLIAMS, STEPHEN PIERCE, RICHARD KEITH, NARAYAN PATRISON, JAMES ELLIS





SONY FORCES PIRATES TO WALK PLANK

Understandably unhappy with last year's court case result – making it legal to modify PlayStation consoles – Sony took the decision to the Federal Court. On appeal the Federal Court reversed the decision, meaning that it is now illegal to modify PlayStation consoles. This decision is a major win for Sony in its battle against plrates – who were previously freely able to modify PSones and PS2s to play pirated software. Consumers also benefit from the decision because they will no longer have to foot the bill for the millions of dollars a year that piracy would have cost the market if modifications were allowed to continue.

have cost the market it industrations have allowed to continue. The court decision could also have big implications for the DVD Industry. Currently many DVD players in stores are sold pre-modified to allow consumers to watch DVDs from other regions like America and England. If the Illegality of PlayStation modification chips are extended to include DVD player modifications then the ability to play DVD movies from other regions could be lost. One thing's for certain though, the court decision will put an end to shady backyard pirates stealing money from our industry – and that's got to be goodi

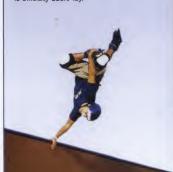


PSP WILL BE CHEAP, SAYS BIG KEN

Presumably to rub great big chunks of the saltiest salt into Nintendo's GBA SP-shaped wounds, Ken Kuturagi revealed that the retail price of the PSP will be relatively low because many of the chips it utilises are already in mass production for use in the PlayStation 2.

ROLLING, ROLLING, ROLLING..

nolline skating game Rolling may have been suspended in gaming purgatory after former publisher Rage recently closed its doors, but it's set to return with a new daddy later this year. That daddy is SCI, who has Just released a set of new screenshots, despite Rolling being almost at review stage when it last disappeared off release schedules. So, Rolling is officially back! Yav.





SWORDS

LORDY!

How much better is this! The Return Of The King looks mint. Here's why...

MENAGE A TROIS

The game is split into three story arcs. Frodo and Sam are heading towards the Crack Of Doom {...stop it} to destroy the ring, possibly by melting it into a bling bracelet. Gollum accompanies the shortarses, but sadly you don't get to play as the light-fingered weirdo. Meanwhille, Aragorn, Gimli and Legolas are raising an army of dead pirates while grumpy old Gandalf is travelling on his lonesome. Once you've completed the game you can mix 'n' match characters from the different threads. Quality.

YOU'RE NOT THE BOSS OF ME

EA has given the boss encounters from the last game (some of which were leg-crossingly aggravating) a major rethink. The end-of-level guardians now use more complex attack patterns, but the trick to beating them is better sign-posted. Case in point is the battle with Shelob. To outwit the giant spider-woman the hobbits must use the same technique used in the book.

STOP, COLLABORATE AND LISTEN...

The addition of a co-op mode fixes our biggest criticism of *The Two Towers*. We

played the Southern Gate level as Aragorn and Gimli – racing around firing catapults at the battlements, lopping off orc noggins with gay abandon and finally taking on a troll. The dynamic camera constantly zooms to give you the best view of the battlefield. Many of the levels also feature multiple paths.

COMPLETE CONTROL

The game's combat engine is having extra depth plumbed-in. First, there's a devastating new charge move that helps prevent you from getting bogged down. Each character is able to purchase 50 different combos as well as additional

items and armour. One promising feature, which hasn't been implemented in the current code, is the ability to use the right analogue stick to direct your attacks.

Perfect for big flashy show-offs.

■ SECOND COMING They've only Aragorn and done it!

PURE POPCORN

If anything, the seamless transitions between film footage and in-game action look even more impressive. Predictably, the game feels even more cinematic this time – using cutaways, slow-motion, heart-stirring music and Inventive sound editing (the way the audio drops out as the Grond batters the gates, for instance) to startling effect. \square **TC**



This month everyone's been asking...

O-CALLED 'HALO BEATER'?

IT'S THE STUFF of PS2-forum legend. A game that everyone knows the name of but no one's actually seen. The game is popularly being described as a Halo-beater, explicitly implying it's better than the popular Xbox FPS. What started, quite innocently, as an off-the-cuff remark has become a by-word for Killzone (previously codenamed Kin), the apparently groundbreaking online FPS in production via Amsterdam-based development studio Guerilla (previously known as Lost Boys Studio), scheduled for release in spring 2004 and published by Sony.

So why is everyone so damn excited about Killzone? Probably because Sony's zero PR has worked in its favour, prompting hyperactive forum rats to Incessantly set rumour-mongers into overdrive. Everyone wants to be the first to find a screenshot, even a snippet of information, and gain those valuable forum kudos points.

There have been some laughable fakes, a barrage of imagined speculation and, just recently, a leaked 'real' screenshot scanned In from UK mag PSM2. One confused Internet hack even went as far as to claim Killzone wasn't actually its real

name - merely a way of putting the press off the scent, and Instead referred to a special bullet time mode in the game.

We've seen Killzone running. That's pretty much all we can say. Oh, and it looks boss. A comparison with any existing PS2 FPS wouldn't do It justice. That was a while ago and sources suggest it now looks even better. Rest assured we'll bring it to you first next month. Ignore those misguided forum entries and remember this: War is coming. \square GW

Killzone: On the forums
They'll publish anything, these forum jockeys - so

so if you want to know what you're seelng stick with OPS2 every time









THE REAL DEAL Don't worry, next month we'll unpixellate it so you can see it properly





WAR IS HELL

HAPPINESS IS A WARM TANK

Like tanks? Like jeeps? Like guns? Like the idea of all of them in an online fragfest? We give you Hardware

AS YOU CAN SEE from our exclusive screens, Hardware Online Arena is looking very promising. Information's been scarce recently, despite the game's September release date. It's been on the OPS2 radar for over a year, being one of the hits of E3 2002 for us, and now it's 95% complete with full online tests happening as we type. The emphasis in Hardware is still firmly on playability and simplicity, - eg only one pick-up can be held at a time, so there's not even the fiddliness of selecting them. That doesn't mean the effects aren't spectacular though, with the airstrike, for example, reducing everyone outside a bunker to scrap metal,

Vehicle choice is also fittingly brisk. You've got four Jeeps and four tanks, each with primary and secondary weapons and all modelled on real-life Soviet/American 'hardware' (hence the game title). Hardware's control options are also as simple as can be - it's drive/point and shoot, though more complex models with separate aiming are available should you want them.

As for locations, Area 51 is the biggest with room for 16 players, while a further four arenas allow eight-player battles. Expect an Arctic base (modelled heavily on classic 1980s horror The Thing), Mayan temple ruins, a lost city deep in the Jungle and a quarry. Unsurprisingly, your main objective is as simple as possible - kill or be killed deathmatchstyle, although there are team deathmatch and king of the hill modes on offer too. Ingame voice communication via the SOCOM USB headset should make team fighting simple and spontaneous enough to fit the vibe. \square SW







BODIFFERENT TYPES OF SNOW!...

...and a freezing flurry of other exclusive SSX3: Out Of Bounds facts

IT'S OFFICIAL! SSX3 has 30 different types of snow (compared to SSX Tricky's five.) Which might sound a bit duil but that means SSX3 will look and play far more realistically than ever before. As well as varying consistencies and depths, the snow will reflect light in a realistic manner and even blow in the wind.

Don't care about snow? Just hoover up all these other new features the EA Big fellas have revealed only to us...

THE NEW STYLE

Big chailenge mode will give you 150 unique objectives to complete. We've been shown:

- A half-pipe challenge. Reach enough air off the vert to smash panes of glass positioned above the pipe.
- A backcountry challenge that requires you to traverse the virgin slopes without catching more than ten seconds of air.
- A head-to-head race challenge, signalled with a message on a PDA (all the riders will carry one of these).

Be first to make it past the post and you will unlock the beaten character as a playable 'boarder.

THE 'SLOPE' STYLE MODE

This new section really showcases the scale of SSX3's mountainscape. It's where you'll let your imagination run wild and perform freeform snow damage. Points are awarded for originality and style.

TRICK EVOLUTIONS

The uber meter now has three ievels of tricks:

- Level 1 tricks consist of one foot release and grab tricks.
- Level 2 introduces more

Level 3 tricks are now known as Monster tricks. They outdo even the uber tricks found in SSX Tricky's roster.

SSX3 will introduce uber tricks that are specifically designed for use on rails. In *Tricky* uber tricks were performed in midair.

If you combine the above with the new board flex link trick (think *Tony Hawk's*-style manual rolls) you could effectively string together tricks in a continuous combo from the top to the bottom of the slopes.

CASH MONEY

The SSX team has hinted at a new money system incorporated into the game that could be earned and then used to buy things like clothes, boards – even new music.

ONLINE PLAY

Despite much pleading, EA has decided not to include the head-to-head online racing that will feature in the US version of the game. Bah.

SLOPE SOUNDS

SSX Tricky had Run

DMC's It's Tricky blasting

out every time you hit the uber
level – SSX3 will feature even more
big-name artists. Typically the
theme is loud, rockin' and hiphopular. There's X-Ecutloners,
Felix Da Housecat, Queens Of
The Stone Age, NERD, Chemical
Bros and Red Hot Chili
Peppers for starters.

GW

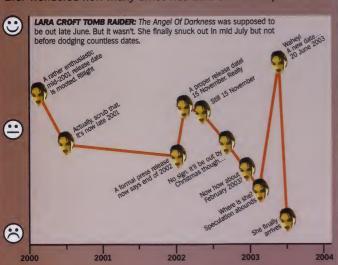


■ NOT SO TRICKY We got EA to take some exclusive in-game shots for us – shame they were rubbish at playing the game...



THE LARA CROFT DISAPPOINT-O-METER

Ever wondered how many times has Lara stood us up?



WHY WE'RE FEELING THE NEED

Six reasons why we loved the Need For Speed: Underground trailer...

- Need For Speed has gone all Fast And Furious (the first one, of course). And hence, Underground.
- **2.** The main car has those purple neon lights under the chassis. We so want them on our cars...
- 3. There are attractive lady drivers. Natch.
- 4. The car has one of those NOS turbo charges in the back in-game this will act as your boost.
- The bit where the car majestically leaps over a river they have to include stunts like that in the game.
- 6. The boost effect. Everything goes into a massive sparkling technicolour blur around the car, like a



MIDNIGHT CAR BOY Next issue, we'll have an in-depth look at NFS: Underground



A NEW CAN OF WORMS

Worms 3D finally arrives and it's a mud-munching marvel





REST EASY, THE good news is that the Worms FPS is currently as far away from development as is humanly possible. The even better news is that a fully revamped Worms for PS2 Is nearly here.

The mere mention of Worms 3D provokes a universal reaction around the watercooler here at OPS2 central. "How are they going to do that then?" Team17 has brought the chaotic inter-Invertebrate combat on leaps and bounds from its two-dimensional roots - which devotees will explain as an insanely addictive turn-based multiplayer strategy battle game. With worms, obviously. Worms 3D has gone right back to the drawing board with a new 3D (duh) engine and yet been

careful not to upset the fans who would crucify anything that wasn't to their tastes. Team17 even had regular forum visitors in to test the game during its development to ensure it was on the right track.

The levels we saw were mostly islands, some with amusing movie pastiches and others more recognisable from the PSone series. It's all fully destructible, as you'd expect, and combat remains more luck than skill, but the possibilities added by the 3D landscape have led to some nice touches - jet packs, changeable weather, randomly generated missions and absolutely everything you'd hope to find in your oh-so-amusing arsenal.

MW



Curses! I just messed up that jump. Time to...

ND TRY AGAIN

Manipulating time with The Fresh Prince Of Persia

LIKE WE SAID LAST MONTH, Spy never expected this to be good. Remakes of so-called 'classic videogames haven't exactly lived up to expectations on PS2 - Defender? Gauntlet? Pac-Man World? Were we actually better off for them being made?

Probably not. Prince Of Persia however, is about to change things by introducing a brand new game mechanic that makes bullet time look positively ancient. In this sand-encrusted action adventure the concept of time travel is introduced as a tenet of the gameplay. After collecting the Sands Of Time from slayed enemies the Prince can use them to slow down time, fast forward it or - and here's the clever bit - rewind time.

Clever PR wibble? Apparently not. Having seen POP in full-flow recently we had the chance to try out these time travel moves - and they really work. Imagine this: you're swinging gracefully over a bottomless chasm, somersaulting from carefully placed poles and bounding spike-filled pits. Suddenly your thumb slips and the Prince plummets towards certain death, but somehow you manage to hit rewind and the game goes into reverse. The accompanying effect glowing, over-exposed colours and backwards music - is gorgeous, but can't compare to the

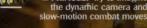
sweet sense of relief as the Prince is delivered back to safety. In the same breath you utter, "Why the hell hasn't someone thought of doing this before on PS2?' Fast-forwarding is equally inventive, enabling you to see into the near future, while slow-motion, well, you know how that works already. Here's a visual taster of what to expect...



REWIND

SLOW-MOTION

PRINCELY Try to imagine the dynamic camera and















INSIGHT ... objects or weapons he needs to keep an eye out for...



GIRL SIGHT ...and people he's likely to meet and interact with

SURROUND SOUND ON THE GO

Take your PS2 gaming to the next level with the TS10

YOU MIGHT THINK that your PS2 sounds pretty cool on a regular TV, but until you've heard the cars in V8 Supercars roar so loud your room shakes, you haven't had the full experience. OPS2 recently took the small but mighty TS10 surround sound setup for a test drive and came away mighty impressed.

The sleek unit consists of a slim, vertical standing amplifier and six speakers including a centre speaker and subwoofer. The TS10 features excellent sound quality, Dolby Digital/Dolby Pro Logic II/DTS compatibility, two optical digital inputs, YST subwoofer, remote control and a slick vertical design.

NP





TIME FOR BED Hard to believe Capcom hasn't thought of this one before. As a last resort your character in hide under the bed – also perfect for jumping out and terrorising nervy teammates

HOLLYWOOD GOES TO HELL

OPS2 takes a look at how the Devil May Cry movie might pan out

PRE-PRODUCTION

Devil May Cry is a huge franchise on PS2, with the original recently going Platinum. Fans will be excited to hear that the movie rights to the franchise have since been snapped up. This doesn't necessarily mean that the film will actually get finished, but it shows somebody's interested.

BLOCKBUSTER?

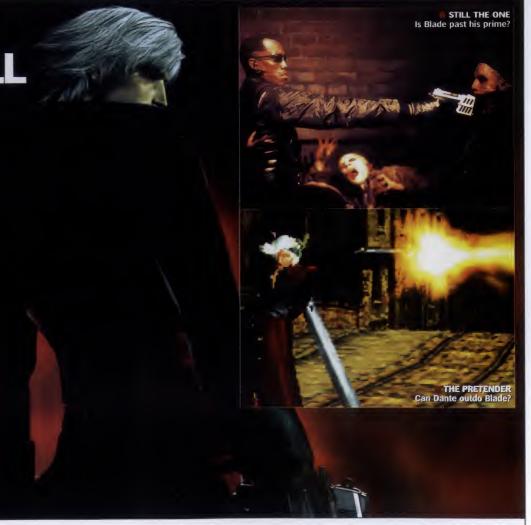
How could *DMC* entice moviegoers? With its style, is the obvious answer. The mere sight of Dante slashing enemies into the air with a six foot sword before giving them some Swisscheese treatment would get butts in the seats. Adding in some scenes of Dante's transformation into his demonic self would make for compelling viewing, and setting it in a haunted mansion or town would appeal to action and horror fans.

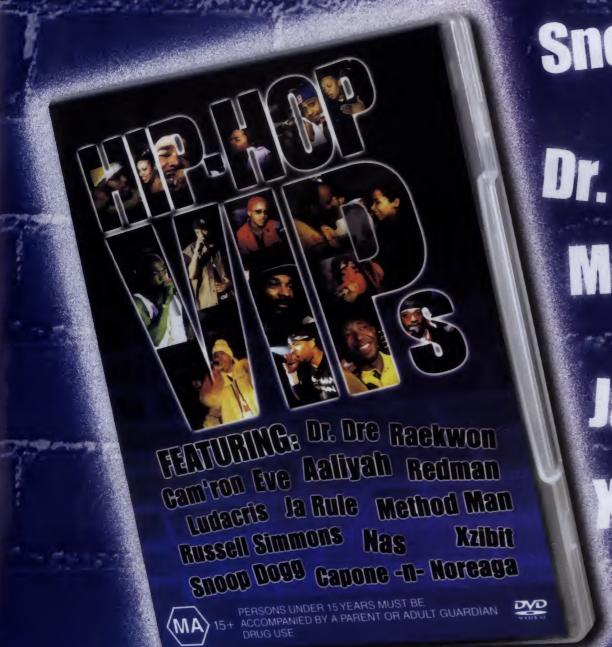
BOMB?

The problem is that *DMC* is basically a game based on a movie anyway. Dante is little more than a white version of Blade. With two *Blade* films already out there – both offering the action orientated mix of guns, swordplay and dealing out oblivion to undead ghouls – Dante could have a hard time standing out from the crowd.

OPS2 SUGGESTS

Blade went all action. DMC needs to differentiate itself by blending in elements of the horror and adventure genres. The story would then hopefully be less predictable, giving rise to more memorable action scenes.





Snoop Dogg Dr. Dre Method Man Ja Rule **Kzibit**

OUT NOW ON DYD

FEATURING: ■ Never-before-seen footage of the hottest hip-hop artists ■ Snoop's Birthday Bash Performance venues and exclusive events in New York City Exclusive interview with Aaliyah

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nform

GHMES CHART

RANK	TITLE	CATEGORY	PUBLISH
1	Enter The Matrix	Adventure	Atarl
2	Grand Theft Auto: Vice City	Adventure	Take 2
3	Lord Of The Rings: The Two Towers	Action	EA
4	Dynasty Warriors 4	Action	THQ
5	Midnight Club 2	Racing	Take 2
6	The Hulk	Action	Vivendi
7	Harry Potter: Chamber Of Secrets	Adventure	EA
8	Return to Castle Wolfenstein	Action	Activision
9	Devil May Cry 2	Action	THQ
10	Rayman 3 Hoodlum Havoc	Adventure	Ubl Soft
11	Red Faction 2	Action	THQ
12	Wakeboarding Unleashed	Sports	Activision
13	Tom Clancy's Splinter Cell	Action	Ubi Soft
14	Virtua Tennis 2	Sports	Acclaim
15	The Sims	Strategy	EA
16	Def Jam Vendetta	Sports	EA
17	Monopoly Party	Family	THQ
18	The Getaway	Adventure	Sony
19	Need For Speed: Hot Pursuit 2	Racing	EA
20	Bond 007: Nightfire	Action	EA
21	Minority Report	Action	Activision
22	Star Wars Bounty Hunter	Action	EA
23	Medal Of Honor: Frontline	Action	EA
24	AFL Live 2003	Sports	Acclaim
25	Tiger Woods PGA USA Tour 2003	Sports	EA
26	Silent Hill 3	Adventure	Atari
27	Spyro: Enter The Dragonfly	Adventure	Vivendi
28	Auto Modellista	Racing	THQ
29	Conflict Desert Storm	Action	Atari
30	Moto GP 3	Racing	Sony
31	FIFA 2003	Sports	EA
32	Hitman 2	Action	Atari
33	WWE SmackDown 4	Sports	THQ
34	Shinobi	Adventure	Sony
35	Dragonball Z: Budokal Fighters	Action	Atari
36	Onlmusha 2	Adventure	THQ
37	Ratchet & Clank	Action	Sony
38	Grand Prix Challenge	Racing	Atari
39	Kingdom Hearts	Adventure	Sony
40	NBA Street 2	Sports	EA

PSZ RELEASE SCHEDULE

ı	AUGUST		
ı	AFL Live 2004	Sports	Acclaim
	ATV: Off Road Fury 2	Racing	THQ
ı	Aliens Vs Predator	FPS	EA
ı	Dancing Stage Mega Mix	Dancing	Atari
ı	Dead To Rights	Action	EA
ı	Finding Nemo	Action	THQ
ı	Formula One 2003	Racing	Sony
ı	Futurama	Adventure	Atari
ı	Gladius	Strategy	EA
ı	Great Escape, The	Action/adventure	Atari
ı	Indiana Jones and the Emporer's Tomb	Adventure	EA
ı	Mace Griffin: Bounty Hunter	FPS	Vivendi
ı	Run Like Hell	Adventure	Vivendi
	XGRA	Racing	Acclaim
١	SEPTEMBER		
١	Alter Echo	Action	THQ
ı	Amplitude: Frequency 2	Rhythm action	Sony
ı	Backyard Wrestling	Wrestling	Atari
١	Colin McRae Rally 4	Racing	Atari
ı	Dark Chronicle	RPG	Sony
ı	Destruction Derby Arena	Driving	Sony
ı	Disney's Extreme Skate Adventure	Sports	Activisio
ı	Fire Warrior	FPS	THQ
ı	Freaky Flyers	Action	Acclaim
ı	Freestyle MX	Racing	Acciaim
ı	Freedom: Soldiers of Liberty	Action/adventure	EA
ı	Frogger Beyond	Action	Atari
	Hardware Online	Online	Sony
۱	Italian Job, The	Racing	Atari
ı	Judge Dredd	Action	Vivendl
ı	Madden NFL 2004	Sports	EA
ı	NHL 2004	Sports	EA
ı	Reel Fishing 3	Sports	Ubl Soft
ı	Rugby 2004	Sports	EA
١	Soul Calibur II	Fighter	EA
١	Tribes 2: Aerial Assault	FPS	Vivendi
١	Unlimited Saga	RPG	Atarl
١	Urban Freestyle Soccer	Sports	Acclaim
١	Yugloh	Action/adventure	Atarl
	Zone of the Enders 2	Action	Atari

Allas Adventure Acclaim Asterix & Obelix Adventure Atarl Battlestar Galactica RTS Vivendi Buffy the Vampire Slayer 2 Action Vivendi Club Football Football sim Atari Conflict Desert Storm 2 Action Atarl Ubl Soft Crouching Tiger, Hidden Dragon Beat-'em-up Dog's Life Adventure Sony EverQuest Online Adventures Online RPG Sony FΑ FIFA 2004 Sports **Ghost Hunter** Adventure Sony Vivendi Ghostmaster Adventure Acclaim Gladiator Beat-'em-up Harry Potter Quidditch Sports EA

Hunter the Reckoning: Wayward

Jak II: Renegade

Action

Action

Action

Vivendi

Vivendi

Sony

OCTOBER

PS2 RELEASE SCHEDULE

ı	Kya Dark Lineage	Action	Atarl
ı	My Street	Party game	Sony
ı	Simpsons: Hit & Run, The	Adventure	Vivendi
ı	SplashDown: Rides Gone Wild	Racing	THQ
ı	This is Soccer 2004	Sports	Sony
ı	Worms 3D	Strategy	Atari
۱	XIII	FPS	Ubl Soft
ı	NOVEMBER		
ı	Batman: Rise of Sin Tzu	Action	Ubl Soft
ı	Beyond Good and Evll	RPG	Ubl Soft
ı	Bond: Everything or Nothing	Action	EA
ı	Dancing Stage Fever	Dancing	Atari
ı	Dragon Ball Z Salyan Smash	Action	Atari
ı	Eye Toy 2	Party game	Sony
ı	Lord of the Rings: Return of the King	Action	EA
ı	Medal of Honor: Rising Sun	FPS	EA
ı	Mission Impossible: Operation Surma	Shooter	Atari
ı	NBA Jam 2004	Sports	Acclaim
ı	Need for Speed Underground	Racing	EA
١	NHL Hitz Pro	Sports	Acclaim
١	Prince of Persia	Action	Ubl Soft
l	Ratchet & Clank 2	Action	Sony
ı		Action	Acclaim
ı	Road Kill		Acclaim
ı	Spy Hunter 2	Action Action	
ı	Teenage Mutant Ninja Turtles		Atari Atari
١	Terminator 3: Rise of the Machines	Shooter	
ı	Time Crisis 3	Shooter	Sony
ı	True Crime: Streets of LA	Driving/action	Activision
ı	WRC 3	Racing	Sony
	X-Files: Resist or Serve, The	Adventure	Vivendi
	X-Files: Resist or Serve, The DECEMBER	Adventure	Vivendi
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2	Adventure RPG	Vivendi
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4	Adventure RPG Racing	Vivendi Sony Sony
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance	Adventure RPG Racing Action	Vivendi Sony Sony Atari
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Deflance Rise To Honor	Adventure RPG RacIng Action Action	Sony Sony Atarl Sony
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance Rise To Honor Tony Hawk's Underground	Adventure RPG Racing Action Action Sports	Sony Sony Atari Sony Activision
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance Rise To Honor Tony Hawk's Underground Whiplash	Adventure RPG RacIng Action Action	Sony Sony Atarl Sony
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance Rise To Honor Tony Hawk's Underground Whiplash 2004	Adventure RPG Racing Action Action Sports Platformer	Vivendi Sony Sony Atari Sony Activision Atari
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance Rise To Honor Tony Hawk's Underground Whiplash 2004 Bloody Roar 4	Adventure RPG Racing Action Action Sports Platformer	Vivendi Sony Sony Atari Sony Activision Atari
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turismo 4 Legacy of Kaln: Defiance Rise To Honor Tony Hawk's Underground Whiplash 2004 Bloody Roar 4 Broken Sword: The Sleeping Dragon	Adventure RPG Racing Action Action Sports Platformer Fighter Adventure	Vivendi Sony Sony Atari Sony Activision Atari Atari
	X-Files: Resist or Serve, The DECEMBER Final Fantasy X-2 Gran Turlsmo 4 Legacy of Kain: Defiance Rise To Honor Tony Hawk's Underground Whiplash 2004 Bloody Roar 4	Adventure RPG Racing Action Action Sports Platformer Fighter Adventure Beat-'em-up	Vivendi Sony Sony Atari Sony Activision Atari Atari Take 2
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THQ

Platformer

Tak and the Power of Juju



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.. for life at the top of the charts as MUSIC 3000 has arrived.

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Funky Real Life Images

Fantastic Video Editor





V2M (Voice to Music) Feature



Live Club Footage



Awesome Instrument Editor



SILVER

USB Sampler for your Playstation 2

Give your music the edge, sample sounds

Budding pop stars add your own vocals via a microphone. The USB Sampler also allows you to use the incredible V2M (Voice 2 Music) technology built into Music 3000 plays back the notes as the instru-



Cool 3D Effects



Two Player DJ Super Mixer



Easy To Use Track Editor



Previewing the new games you voted to read about!

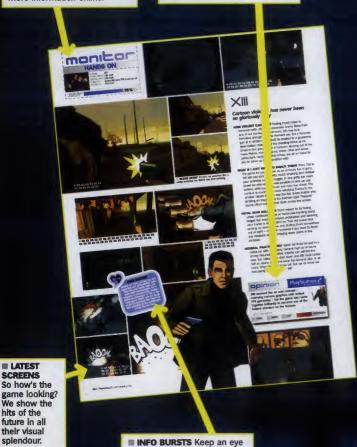
WELCOME TO MONITOR!

SO WHAT'S ALL THIS THEN? Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us - we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

HOW DO I GET INVOLVED? To vote in our Most Wanted charts email us on OPS2@derwenthoward.com.au and we'll also look for comments from the official forums at au.playstation.com. Get voting now!

INFO BOX It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any

OPINION BOX What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game - visit the forums at au.playstation.com



out for these blobs, where

quotations, devil's advocate opinions and anything extra

we'll drop in facts, rants,

you should know

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!

POSITION

GAME

WHAT?

A detective with a grudge.

EXCLUSIVE

RUGBY 2004 'More of everything' is the clear theme behind this year's Rugbyl

And guns. And a penchant for 'commandeering' cars.

HANDS-ON PAGE 24

EXCLUSIVE

THE GREAT **ESCAPE**

th fully respects the much-loved movie classic. And it's from the guys behind Conflict: Desert Storm – that can't hurt.

HANDS-ON PAGE 26

EXCLUSIVE

RENEGADE

The epic adventure of a boy and his weasel comes of agel





CONFLICT DESERT STORM II



HANDS-ON PAGE 30



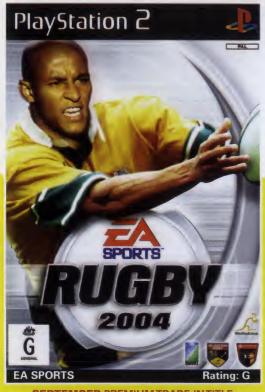
ALSO IN MONTH

DOG'S LIFE
HUNTER THE RECKONING: WAYWARDPAGE 32
DESTRUCTION DERBY ARENA
XIIIPAGE 34
AMPLITUDE
BACKYARD WRESTLING: DON'T TRY THIS AT HOME



Which forthcoming games would you like to see in Monitor next month? Visit the forums at au.playstation.com, email us at OPS2@derwenthoward.com.au (remember to put 'Monitor' in the subject line) or write by post to Monitor, Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2002. Vote nowl

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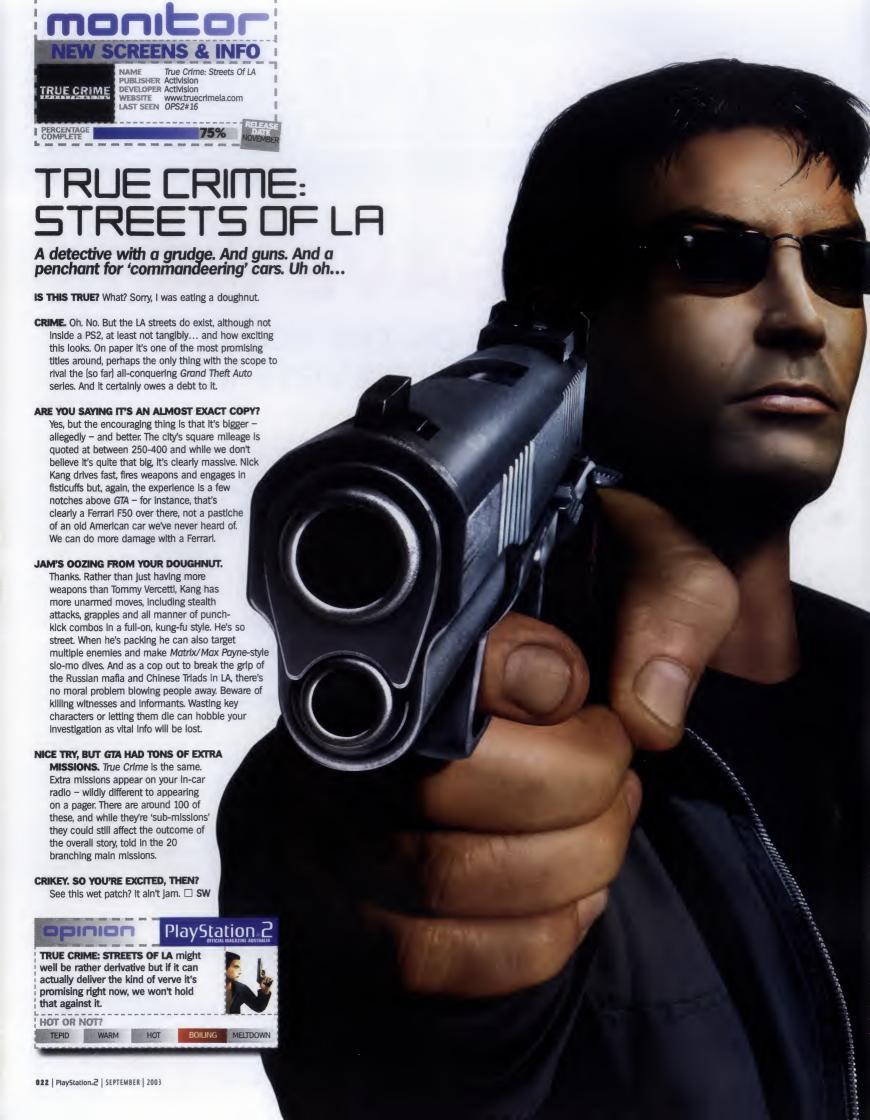
Example

- > Buy Rugby 2004 PS2 in September. Go home, play it out!
- >Trade-in Rugby 2004 for Soul Calibur in October.
- > Soul Calibur = just \$55! Go home, play it out!
- > Trade-in Soul Calibur for Tony Hawk Underground in November.
- >Tony Hawk Underground = just \$55! Go home, play it out!

Titles are examples only and may vary due to release date. See store staff for details. Some conditions apply.

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HUGE CHOONS!

SOUNDS FAMILIAR
Many voices are by
major Hollywood types





SQUEALING PIG Despite the carnage, you're actually upholding The Law. Really



STILL ANGRY Loads of weapons and a range of kung-fu moves make walking fun, too









AND... ACTIONI
You can't deny it, True Crime's a lot more filmic than its obvious inspiration



The camera slices around to showcase Nick's moves – very Hollywood. Note how detailed the interiors are. Yummy.



Always impressive in the films, the horizontal explosion from a glass office finally makes it into games – sounds of general excitement!



Halfway into a chase and you've crashed the Ferrari. Twin revolvers cocked, there's nothing left but a desperate shot as the crim screeches away. Diel



Money makes the world go round and Nick makes the money whiri round. What's this if it's not symbolic? Deadly hip.

HANDS ON PUBLISHER EA DEVELOPER HB Studios WWEBSITE PERCENTAGE COMPLETE 70%



'More of everything' is the clear theme behind this year's Rugby!

THE YEAR OF THE WALLABY? Well their latest results would suggest otherwise, but 2003 may still be the year that rugby bursts into Australia's mainstream. Come October, not only will the World Cup be dominating sport reports, but EA's Rugby 2004 will burst onto the PS2 like Kefu rampaging towards the try-line. Indeed, this Spring is looking white hot for rugby enthuslasts. Following on from the successful Rugby 2002, HB Studios looks set to bring an all new level of realism to the fledgling franchise; with 95 teams, 75 accurately reproduced stadiums, 10 play modes and the 'no-guts, no-glory' attitude that saw the Wallabies bring home the bacon in '99.

IS THE AI MORE HALFBACK, LESS FORWARD? One of the major grievances fans had with the 2002 title was the failure of defending players to use any intelligence. In gaming-horror, players would witness the tough as nails Australian backline retreat over the dead ball line rather than tackle a limping, maimed and asthmatic Japanese forward stumbling in their general direction. HB Studios addressed this situation by supplying each character with its own AI, meaning that individuals will react to the play rather than to pre-set thinking. We saw this feature in play when a strong defence was able to repel wave after wave of attacks right on their try-line.

PLENTY OF GOOD OLD RUNNING RUGBY THEN?

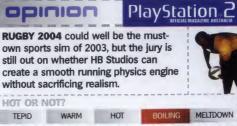
The key to accurately simulating rugby is to make sure that the free-flowing gameplay is never held back by physics nuances or poorly controlled rucks. This aspect is still very much a work in progress, but the addition of a side-step button and cut-out passes already go a long way to improving on its predecessor. Rugby 2004 will take a Madden-styled approach to set plays, allowing specific strategies to be selected and worked towards. However, given the defensive

response to the plan, gamers will still be able to instigate plays on the run. As for the rucks, gone is the frustrating power bar and in its place is a set of realistic physics based on pack weight. Listen carefully and you should be able to hear a collective sigh from PS2 controllers and thumbs throughout Australia.

JUST AN IMPROVED VERSION OF THE ORIGINAL?

Not quite, as HB has packed more than enough into its kit-bag to justify coming onto the field again. A player management system will be introduced where gamers can create up to 90 unique players and build up their skills and experience until they can fly like butterflies and sting like bees. Yes, you can create a team of lurking, fired-up Lomu's to grind the faces of all pretenders into the hallowed turf of Stadium Australia. With EA's typically swish presentation guiding you through the single, 2-4 player or co-op modes, you can expect some familiar vocals in the form of Channel 7's Gordon Bray.

SW









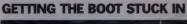


Although most rugby players have a melon only a mother could love, HB has seen fit to motion capture their facial landmarks and digitise them in the game. We can expect the dimensions, feel and attributes of each player to back up the real deal. And what about the chance of setting up a bit of biffo between Gregan and Lomu? Not too good, unfortunately. A bit of fistl-cuffs may be the reality of the real sport, but we won't be seeing it in Rugby 2004. The same goes for harsh sledging, eye-gouging, head-stomping and that old crowd favourite, the coat-hanger.





TOUCHED UP Scoring won't be as easy this time around





HB Studios has tolled away to get every element of its ball kicking up to scratch. Grubbers, Punts and the Up and Under (or Bomb) are all present and work to full effect. Rugby 2002 suffered from giving these kicks too much attacking emphasis (especially with the Up and Under) and not providing defensive physics to counter them. Thanks to the new Al these gameplay elements now work much better.









M GOON SNOW DOOR STOP MacDonald's go a good disguise





■ CRAWL OR NOTHING Cutting the wire is one thing. Getting Blythe to follow is another

Achtung Tommy! For you the wait is (nearly) over...

IT'S A CRACKING MOVIE BUT JUST HOW EXCITING A GAME WILL THE GREAT ESCAPE MAKE? That's a

good point, but your fears of a one-trick pony, POW-style stealth-athon are misplaced. While the central section of the game famously depicts the film's mass escape from Stalag Luft III (showing how Hilts, Hendley and the rest came to be captured and following their escape routes after the breakout) developer Pivotal has still managed to include a crowd-pleasing variety of gameplay styles.

LIKE WHAT EXACTLY? Well, naturally you've got the shadows 'n' searchlight escape missions, and no selfrespecting Great Escape game would dare show its face without Hilts's blazing Alpine motorbike run but there's a lot more besides. Escapee MacDonald's missions kick off in a Lancaster during a bombing run over Berlin. There are out-and-out combat missions with Sedgwick when he joins the French Resistance en route to Spain. Playing as Hendley the scrounger, the game comes over all Ico as you're forced to lead blind-as-a-bat forger Blythe to safety. Then there's Big X and MacDonald's pursuit by Nazi goons through Berlin in an edgy, nerve-racking mission. And that's just a taster. Oh, and in case you're wondering, in the game it's not just Coburn and Bronson who can make it all the way home.

SOUNDS GOOD. BUT IS IT, Y' KNOW, SOLID? We're

still a little unsure about the twitchy motorbike handling in Hilts's escape missions. We want meaty, dirt-churning powerslides but the handling feels a little too polite right now. That said, the rest of the levels we tried bore the graphical quality and intuitive controls we've come to expect from Pivotal in its Conflict: Desert Storm games. And you'd have to have a cold, cold heart not to get a thrill from hearing Steve McQueen's own voice as Hilts (remastered from the film) and that theme music. The game will be released from the development 'cooler' soon, so expect the definitive review next month. PSF



PlayStation 2

THE GREAT ESCAPE is looking every bit the inventive WW2 stealth/action game and fully respects the much-loved movie classic. And it's from the guys behind Conflict: Desert Storm - that can't hurt.



HOT OR NOT?

BOILING MELTDOWN







FORGE Who said put all the escapers in one camp?





VARIETY IS THE SPICE OF STRIFE
The Great Escape isn't dil about stealing bed boards and stuffing your pants with dirt. At least, not on PS2



SHOOTI

You can only dig tunnels and make potato moonshine for so long. Once you've made your escape [hopefully a great one] you're going to have to take the fight to



DRIVE

Of course you'll be able to blke it up a storm as Hilts but you'll also be able to drive a handful of other vehicles during missions. Like this troop carrier complete with fixed machine gun. Die Nazi scum.



LEADI

Okay, maybe not as dramatic as shooting or driving, but the challenge of leading the short-sighted Blythe past all sorts of Nazi-related obstacles makes for



SHOOTI (PART 2)
The Third Reich is busily giving your bomber a hot-lead makeover. Time to show the Swastika boys in their flying machines what for from the rear gunner's post. Have that flying Fritz.







BLUE HEAVEN Killing enemies will leave a huge amount of the dark stuff lying around. Check on your health bar to see how full of it you are











Q&A

THE BARK BEHIND THE NAUGHTY DOG

Naughty Dog has been responsible for such classics as Crash Bandicoot and the original Jak and Daxter for PS2. Anthony O'Connor talks turkey (and weasel) with Naughty Dog President and Co-Founder, Jason Rubin.



OPS2: This update is a pretty brave move for something like Jak. I mean we never saw Crash Bandicoot grow a goatee and start packing heat, so why Jak? JR: Crash would never talk or shoot people. He just wasn't that kind of guy. To try and update Crash would be like what they did with the Scolle the Heighbor Saturday morning cartron. It was

with the Sonic the Hedgehog Saturday morning cartoon. It was awful. Once Sonic talked he was dead to me. Jak's a little different in that the original JAD game was a transitional title. We almost got where we wanted to but not quite. With Jak II we've gotten there. We've given Jak depth, a voice and a quest for revenge.

OPS2: What innovation are you most proud of in *Jak II*? JR: Integration. We looked at the current trends in gaming – like GTA: Vice City - and we realised it wasn't the guns and the hookers that made that game, it was the freedom. It was the fact you could tackle any given problem seven different ways. That's never been done in a character adventure game before. In Jak II you can do whatever you want. You want to take out your hoverboard on a tiny ledge? You can. It might be a stupid thing to do, but we'll let you try it anyway. Integrating freedom with a genre that's traditionally restrictive is what I'm most proud of.

OPS2: Why do you think games are moving in this new direction? OFSZ: Why do you think games are moving in this new direction?

R: I think games are growing up with the gamers. Back when we did Crosh Bandicoot that was like the highest level of gaming at the time. But times have changed and gamers demand more. People don't just want to play a game, they want to be allowed to explore a world; a cool world, and that's what they get with Jak II. I think the progress of gamer sophistication and improved technology is what has made these new titles possible and it's really exciting, it's not a geeky or uncool thing to play a game any more. It's as acceptable as watching a movie or reading a book.

OPS2: So what's the next evolution in gaming? JR: I guess we'll have to wait and see.



W SCREENS & INFO

NAME Conflict: Desert Storm II
PUBLISHER Atarl
DEVELOPER Pivotal Games WEBSITE www.plvotalgames.com LAST SEEN OPS2#16













"GUESS WHO!?" There's no surprise like a nasty surprise. He didn't see that coming



■ BLUE MURDER Your mission may start during the night, but by the time things hot up, dawn may be breaking...



FIRE WORKS Tracer bullets have NATO colour coding. Red is baaad news







The bad boys of desert warfare are heading back to Baghdad

IS IT BASED ON THE FIRST GULF WAR OR THE MORE RECENT SKIRMISH? Conflict Desert Storm II takes place in a slightly fictionalised version of the early nineties. So don't expect any missions where you go looking for non-existent weapons of mass destruction here. What you do get, however, is more of the same co-operative combat action that made the original so popular. Once more you are put in control of a four man squad, armed and equipped as you best see fit, and once again you are sent into the badiands of iraq, where you face hostile opposition everywhere you go.

SOUNDS JUST LIKE THE FIRST ONE, WHAT'S

CHANGED THIS TIME? Well, not much really. Conflict Desert Storm II seems to firmly believe in the adage "If it ain't broke, don't fix it." That's not to say that what we've seen is a total retread of the prequel, it's just that a gamer familiar with the controls and layout of the first game will have no trouble coming to grips with this one. Although it's good to see a return of the tutorial level for novice players, replete with the angry, redneck drill Sergeant barking orders at you.

WHAT'S THE OBJECTIVE THIS TIME AROUND? Well,

like the first game the objectives vary from rescuing fellow soldiers pinned down by enemy fire, to fragging communications buildings and the like. In addition to what we've come to expect from this title, is an increased reliance on stealth rather than just running and gunning. Also the setting seems to be more urban in style, at least at the start of the game, evoking images from the movie Black Hawk Down, with its burnt out buildings and potential snipers blasting from any window ledge.

POSSIBLE SOCOM BEATER? It's really too early to tell at this stage. The game mechanics are sound at the moment but the graphics and animation still need quite a bit of work. Having said that, the longer missions, more vehicle control and the unique four-man-team system lead us to believe that Conflict Desert Storm II will be a hit with armchair generals everywhere.

AO









egis upg

NAME Dog's Life PUBLISHER Sony DEVELOPER Frontier WEBSITE LAST SEEN N/A

www.frontier.co.uk

60%

















■ MEALS ON HEELS Postle's scared of you. Now do you bite him or lend him a paw to find a missing letter?

TAKING THE STRAIN

One steaming hood ornament coming up...

06'S LIF

It's official, you're a son of a bitch!

00:00 Try to hide utter glee as Dog's Life disc arrives In the office. Nonchalantly run around desk stifling yelps of "Mel Me! Me!" as cynical, infinitely cooler colleagues shake heads and go back to Vice City and TimeSplitters 2. "But you get to be a dog..." doesn't impress as justificatory gambit.

05:30 With a wet nose (must find tissue) and bright eyes, boot up game. Far from being a graphical dog's dinner, the game looks the mutt's nuts. Take control of Jake the beagle pup and immediately try and locate the 'crap' and 'play dead' buttons. Jump, sit, lie down and cock leg but fail to pinch canine loaf.

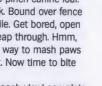
12:45 Spy horse in nearby paddock. Bound over fence and bark furlously at it for a while. Get bored, open window in owner's house and leap through. Hmm, juicy steak in microwave. Find a way to mash paws on door and snaffle prime meat. Now time to bite the hand that feeds us.

26:25 Enter utterly fantastic, 'first-pooch view' complete with snout pointing the way. Now we can see smells. After overturning the bins for scraps, follow pungent red clouds until we find irritatingly chirpy boy with

what looks like a target on his T-shirt. Can't decide whether to maul him first or hump his Levis. Dismayed to find we can do neither. Dig for bone instead.

45:36 Looking a bit muddy and alert posture is sagging. Must be hungry and thirsty. Head to river and doggy paddle after salmon for a while. Bound over to nearby village and raid barbecues, bins and worry postman. Then it happens. Deposit steaming 'link' on a parked taxi's bonnet. Well, when you gotta go, you gotta to go...

PSF





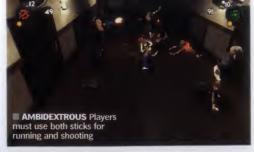


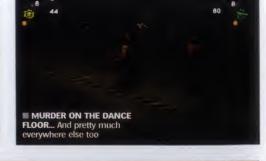


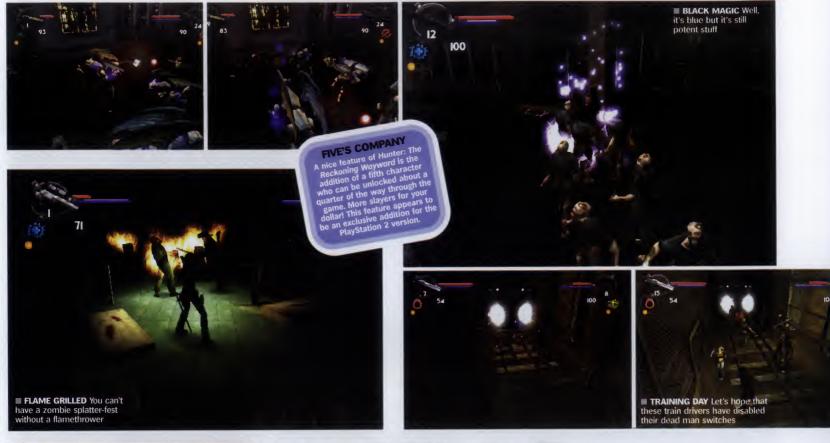
















HUNTER: THE RECKONING WAYWARD

This Hunting business sounds familiar, why is that?

HUNTER: THE RECKONING WAYWARD should sound familiar to the videogame savy. It's the sequel to the Xbox-only hit of 2002. Set two years after the events of Hunter: The Reckoning, this title is basically more of the same. That is, four professional monster killers explore the cursed town of Ashcroft collecting weapons, finding treasures and killing the armies of beastles that lurk in the alleys, graveyards and morgues of this once pleasant town.

NOT EXACTLY ORIGINAL - WHAT SETS HUNTER

APART FROM THE PACK? Essentially the game is like a modern day Gauntlet. You run through streets instead of dungeons, and subways instead of castles but basically this is not a unique gaming concept. Having said that, so far Hunter: The Reckoning Wayward has many likeable qualities. The ability to choose from a cast of four (and later, five) characters is a definite plus. The fact your arsenal consists of melee weapons, heavy artillery and spell casting powers doesn't hurt either. The graphics are really first rate and seem to suffer little slow down when the zombies and other assorted creatures attack en masse – and they will. Sometimes the screen will be so thick with shambling monsters you'll barely have room to swing an axel

MONSTERS ALL AROUND? HOW WILL WE DEFEAT

THEM? Where Hunter impresses most is with its two player co-operative mode. In fact this game seems custom designed for said mode. Whereas the huge maps and constant exploring and backtracking may seem mildly tedious when tackled alone, having a mate along lifts the game to a whole new level. Frantically running backwards blowing lead into a posse of "Rots" is something that's very hard not to enjoy. On the downside the missions can be a little overlong and repetitive, and at this stage some of the collision detection for the ranged weapons is a trifle lifty. However, these problems should be easy to fix. With a bit of polish Hunter: The Reckoning Wayward should be a monster hunting classic.

AO











M KNACKERED FLAG 1st place, but plenty of bodywork to repair



JUMP AROUND Looks spectacular and helps the carnage















STRUCTION DERBY: ARENAS

Auto Modellista meets WipEout online with, y'know, cars and stuff



093 km

III DRIVER ERROR Each driver has their own attitude and paint job. It doesn't make all that much difference on the track though



AW, COME ON WE'RE SICK OF DRIVING GAMES. SO WHAT'S NEW ABOUT THIS ONE? Well, nothing really. But if you get all jacked up over being able to damage cars in good, old-fashioned, smash-'em-up racing style then look no further. This literally looks smashing, with none of the Slipknot styling and firepower of the Twisted Metal: Black Onlines of this world. It's back to stockcar basics with a bit of highoctane anarchy chucked in for good measure and a range of arenas in which to lock horns with Ai cars or,

SO IT'S JUST ANOTHER CHANCE TO RAISE ONLINE HELL. WHAT IF WE'RE NOT CONNECTED BY

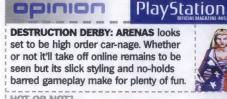
even better, up to 16 online players.

THEN? Don't worry, you backwards fools, there are a huge number of multiplayer and single-player modes to get stuck into. The wrecking racing career option takes you to a variety of weird and wonderful tracks full of tenacious, not to say downright dirty, opponents. Seriously, the amount of times you'll turn the air blue because another driver's nudged your rear bumper, sending you cavorting into the barrier is infurlating. But then this is all about exacting revenge by turning every other car into a burning wreck.

HOLD THE PHONE, WHAT'S THE EMPHASIS HERE?

FIGHTING OR RACING? Up to you really. If you want to win the race sections using deft analogue stick skills and well-timed turns, then be our guest. Nitrous, repair and grip power-ups dotted around make tactics a big part of the fun. Don't forget for one second that anything goes. And don't say we didn't warn you when someone spoils your racing line and shiny bodywork by gleefully smashing you somewhere into next week and taking the chequered flag before your burning eyes. That's Destruction Derby for you.

MW



HOT OR NOT? BOILING MELIDOWN

MONIFOR HANDS ON

NAME XIII PUBLISHER Ubi Soft DEVELOPER Ubi Soft www.ubl.com/FR/Games/xilli October

75%











"GUESS WHO!?" There's no surprise like a nasty surprise. He didn't see that coming



MI HE LOST HIS HEAD... That's no way to get a-head in life...





Cartoon violence has never been so gloriously gory

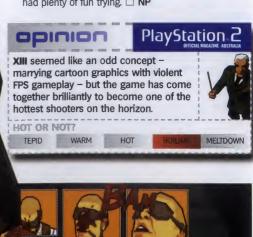
HOW VIOLENT CAN IT BE? Having much more in common with ultra-gory Japanese Anime flicks than any of our homegrown cartoons, XIII may look harmless enough, but the moment you fire a harpoon gun at a random thug you'll be treated to a gruesome slow-motion close-up of the bleeding bloke as he drops to the ground with a harpoon sticking out of his head. Pistols, machine guns, sniper rifles and some particularly nasty throwing knives, are all on hand for you to carve up the opposition with.

WHAT IF I JUST WANT TO SMACK THEM? Then, this is the game for you. As well as an armoury full of guns, XIII lets you pick up pretty much anything and clobber your enemies over the noggin with it. in one gritty bar room brawl that we witnessed, it was possible to pick up and use bottles, ashtrays, pool cues and even bar stools. The combat is made even more satisfying thanks to the smaller details, like the way the bar stools shatter into kindling on impact and the Batman-style "Thwack!" sound effect bubbles that flash across the screen.

METAL GEAR SOLID XIII? Don't expect to be hiding under cardboard boxes or hand-over-handing along ledges, but sneaking around undetected and covering your tracks is often called for. That old snake trick - picking up dead bodies and stuffing them somewhere out of sight - must be mastered if you want to finish any missions without tripping every alarm in the complex.

GENERAL PRACTITIONER? Agent XIII finds himself in a cable car with an ageing General high up in some snowy mountains. Before anyone can admire the view, the cable car is shot down and XIII must tackle half an alpine army and keep the General alive at all costs. Why? We don't know yet, but we do know we had plenty of fun trying.

NP



FIREPOWER This















PODIUM DANCER Your in-game avatar bops in time to the music

HIT PARADE The strength of

FREE STYLE This power-up allows for freeform jamming







Will our love of niche interest music games ever wane?

ONE BOUGHT? 'Look', yes, but unlike Rez's pompous, soulless self-indulgence, Amplitude is good to 'play'. Like, really rather good. We know this for two reasons. One, because we've been playing it for so long; and two, because people are giving us the eye that says, "Less playing, more writing, sunshine..." And, in a

DOESN'T THIS LOOK A BIT LIKE THAT REZ GAME NO

public arena (eg, the OPS2 games room), when Amplitude's on, every bloke and his uncle wants a go - a sure sign of quality.

DOES IT INVOLVE PRESSING BUTTONS IN TIME TO

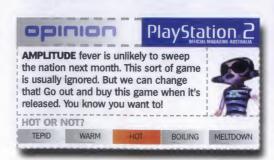
POPULAR MUSIC? Yes. Of course it does. Can't you tell from the simple-yet-multicoloured graphics that photo-realistic image-wizardry isn't the name of this game. This is about rhythmic control or lack of it. Still not with us? Well, short of inventing aural screenshots, the stars of this beat, groove 'n' rhythm fest are the songs. Our personal favourites include the likes of David Bowle's Everybody Says Hi, Run-DMC's King Of Rock, Slipknot's I Am Hated and Blink 182's Rock Show. Better still, you actually play them with your own pinky rings.

SHUT UP! HOW SO? Buttons (1), (12) and (11) become the Dual Shock equivalent of ivories, strings, sticks and knobs as you unlock sounds from a track with

the aid of a laser gun. It looks and sounds rather retro-future and complicated. But it's not. Amplitude is the finest example of 'in-the-zone' gaming. Watch that incandescent tube whirl away into the distance as you stroke the notes out and - space out man! try not to fall into a trance of blissful concentration. No word of a lie - it actually feels like you just played a gultar solo, keyed a hammond organ riff or tooted out a horn track. And it makes you move. You might look like a hyperactive ape trying to wrestle your way out of a straitjacket, but Inside you're having so much fun.

DO YOU CONSIDER YOURSELF A FAN OF SLIPKNOT NOW THEN? Oh yes. Most definitely.

GW





SYNTH

prove too taxing, they soon become mental.

MOUIE **HANDS-ON** Backyard Wrestling: Don't Try This At Home NAME PUBLISHER Atari

CLOWNING AROUND

DEVELOPER Eldos WEB SITE WWW

www.bywgame RELEASE September

BLONDES HAVE MORE FUN Well. maybe not.







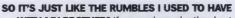
DISCO DANCING Step to the left and smash your partner over the head...





IKYARD WRESTLING: T TRY THIS AT H

Laying the smackdown by the BBQ



WITH MY BROTHER? If you and your brother beat the crap out of each other with baseball bats, threw one another off two-storey buildings and set each other on fire, then yes, Backyard Wrestling will look like a regular Sunday afternoon for you. Eldos has based the over-the-top wrestling title on the American Backyard Wrestling phenomenon that showcases a bunch of blokes knocking each other out with anything Mum's left lying around the house.

IS IT MORE OVER-THE-TOP THAN THE WWE?

Definitely. Backyard Wrestling ditches the old ring for more unique environments like a truck stop, a gentleman's club and a slaughterhouse. Each level is completely interactive, allowing everything and anything to be used as a weapon. There are tables that can be set on fire, petrol pumps that blow up on Impact, and dozens of other ways to rearrange your opponents face. But If you

annihilate opponents, then there are plenty of moves that will make you cringe.

WILL WE BE SEEING THE ROCK AND STONE COLD?

No. You probably won't recognise any of the 20 faces in Backyard Wrestling unless you've seen the shows. But there's one little hottle named Kitana who's worth keeping your eyes on. She has a range of moves that will get your control pad rumbling. Don't underestimate her or she'll smash your face in with a chair.

PF



PlayStation

BACKYARD WRESTLING looks like a worthy alternative to the SmackDown series, with its extreme moves, unique locations and hot babes. But it's too early to tell if it will be king of the ring.



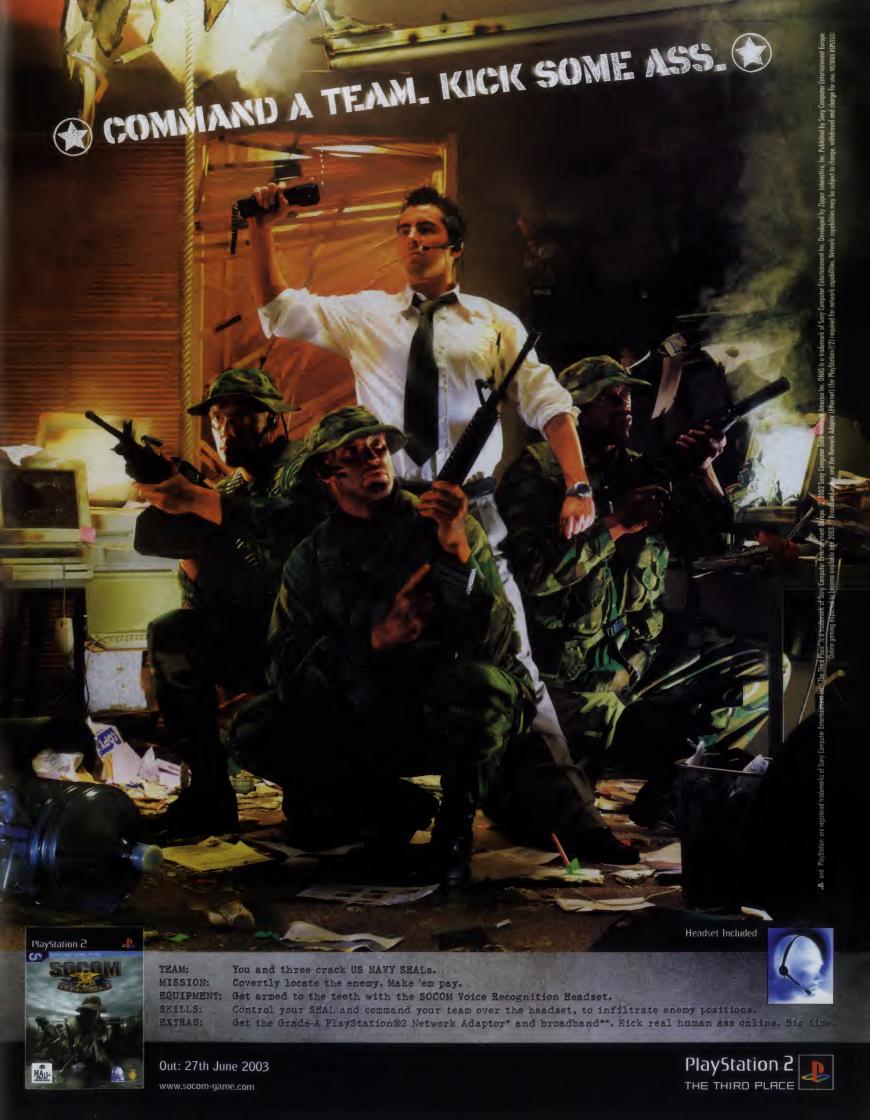
HOT OR NOT?

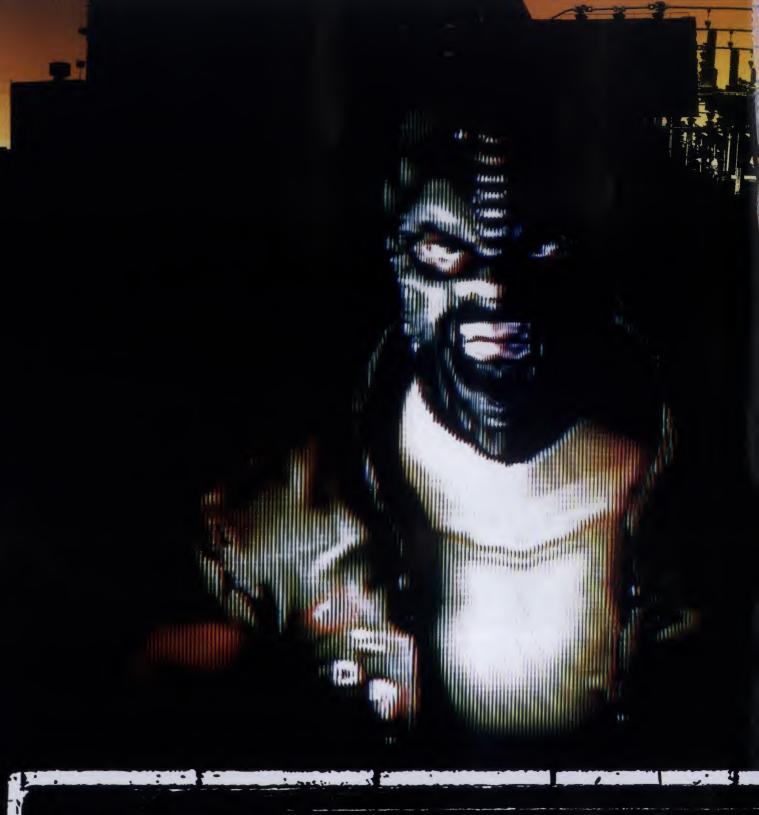
HOT

BOILING MELTDOWN









THERE GOES NEIGHBOUR

Publisher: **Rockstar** Developer: **Rockstar North** PLAYERS: **1** Genre: **Urban Thriller/ Survival/Stealth** ADVENTURE OUT NOVEMBER



CAVEAT EMPTOR* FIRST NEW GAME FROM THE THE BRUTAL SIMPLY, IS MAKERS GTA: VICE CITY

Never a stranger to controversy, the videogames industry has had an ongoing love/hate affair with censors all around the world. The mainstream media, outside of traditional 'gamers', has often presented "controversial" games in an alarmist way, focussing on the game's extreme yet menial elements, rather than what the game succeeds (or fails) in actileving. Manhant, from the famous Rockstar North team will be no different, but it is rightfully poised to be one of the most significant games to have ever been released. As such, while OPS2 visited Rockstar in New York, they made it clear from the outset that Manhunt is NOT intended for young gamers, and that it is simply a title for older gamers (think 15+) to experience

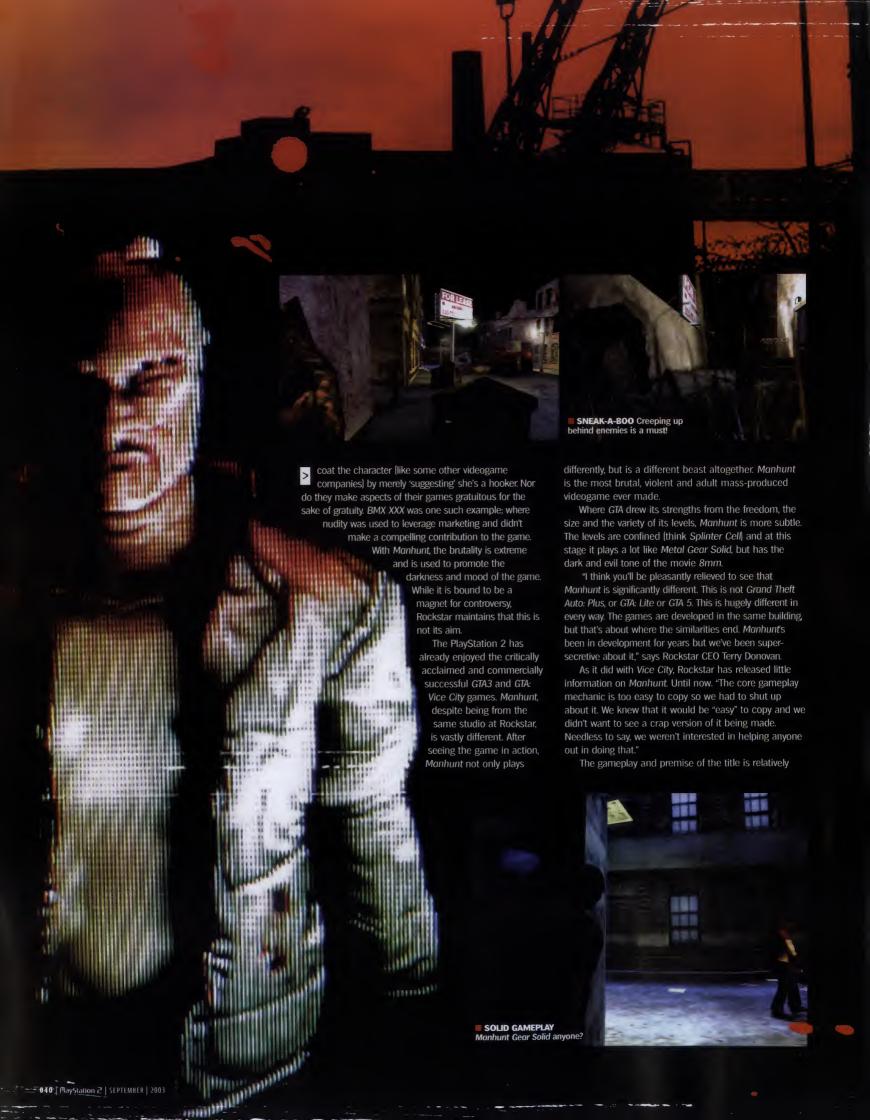
In the case of Manhunt; controversy will without a doubt, become air

while we explain a little more about the game and its origins.

PUREBRED

PlayStation gamers across the globe are familiar with the Grand Theft Auto series. Ever since the original GIA was released for the PSone in 1997, Rockstar North (then DMA Design) has been a company where its approach to making videogames has not been limited by creative boundaries. Admirably, Rockstar consciously 'does what it takes', in a bid to make its videogamies the best. If Rockstar leefs that a game will give a more profound experience by including a hooker (like in GIA3), it will include just that - no questions asked. Rockstar isn't one to sugar







simple, but its dark overtone really sets it apart. This game is like no other. It's based on depravity, sickness, survival and most disturbingly, murder - execution style. This, obviously, will be disturbing to some but murdering others in order to survive is the best way to promote genuine fear - and fear is what Manhunt is all about.

THE RUNNING MAN

You play as James Earl Cash, a death row inmate who has been sentenced to death by lethal injection. Cash is not a hero, and in the game is never treated as one. After waking in a haze after receiving the injection, Cash finds himself in the middle of the game. It's a blood sport orchestrated by one sick individual. You are in an environment with no escape. There are gangs of characters (like the Gimp in Pulp Fiction) all trying to track you down and kill you. Cash must kill or be killed.

You're a renegade all out on your own. Local government officials and towns folk all assume that you are dead. Of course, that's not the case, and an anonymous sicko has different plans for you. He's the one responsible for faking your execution and now he has given you your life back just so that you can defend it. In effect he owns you and makes you just another pawn in his game. The whole time he's watching on surveillance cameras placed around every level. You must run, fight and hide. If you are able to survive long enough, you will get to find out exactly who this guy is.

Throughout each of the levels (the final game will have roughly 20) Cash encounters various gang types. The gangs (about seven all up) all have impressive and unique AI to one another. Opponent AI has been one of the main priorities for Rockstar – and it shows. For instance, the "Hoods" gang are made up of ex-cop and disgruntled blue-collar labourers who are more brawn and less brain. Then there are gangs like the "Smilies" who are more alert. Sneaking up on them for a kill is a far more difficult affair. Not only are they more likely to hear you, they are more random (like real people) in their movements, making their behaviour around the level rather unpredictable.

To add variety, there are also different objectives to be accomplished within each level. While most of the levels are sick "games" purely based around survival and death, there are others where you either focus on escape, hunting or stealth. One particularly peculiar

game involves Cash chasing down and killing a gang member dressed as a white rabbit. There's definitely an element of weirdness that can't really be described on paper

AT DEATH'S DOOR

Successfully clearing each of the levels is done by avoiding, hiding and ultimately killing the opposition. Killing, then, is a major aspect of the game and no matter how many times you've played games like Soldier of Fortune, it is still bound to be one of the most confronting yet. When Cash goes in for a kill, Manhunt automatically goes into a brief pre-animated cut-scene where your "prey" gets killed (much like the finishing moves in Mortal Kombat). Kills are easy to execute once you have used stealth to sneak up on them. Cash briefly goes into FPS mode before the killing takes place.

The death scenes are as varied as they are violent opponent. Rockstar has not yet disclosed the final amount of weapons either. We witnessed a handful of "kills" that looked realistic - and we're not just talking about the usual gunplay here.

MANHUNT IS THE LATEST IN A LONG TRADITION OF GAMES TO RAISE A FEW EYEBROWS ...

NIGHT TRAP, SEGA MEGA CD, DIGITAL PICTURES, 1992

holiday, this gem was the first game to use Full Motion Video (FMV) and white it didn't contain gory scenes, sex or nudity - it was deemed controversial and strictly for adults.

CARMAGEDDON, NINTENDO 64,

wheel and start ploughing your way through crowds and pedestrians. Blood, guts and the



POSTAL 2, PC, RUNNING WITH SCISSORS, 2003

This game has actually been banned in Australia because you simply go around killing and bashing anyone [and everyone] that you please. Mindless

MORTAL KOMBAT, SNES, ACCLAIM, 1993

At the time of release, the original Mortal Kombat caused major headlines everywhere for its gore and violent fighting. Mastering (and simply seeing) the Finishing Moves was something to behold.



PHANTASMAGORIA PC, SIERRA, 1995

PC games have traditionally had a more sordid past, as they are less mass-market – meaning that some games slip "under the radar". Phantasmagoria was a horror where you (Adrienne) must kill your husband

SOLDIER OF FORTUNE, PC, ACTIVISION, 2000

This is one of the goriest FPS games available today, and it was even more so at the time of release. SOF allowed you to blow different parts of your enemies right off and the graphics left



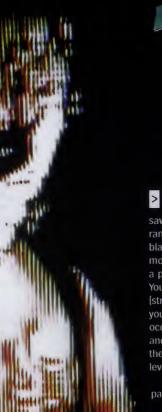
BMX XXX, PS2, ACCLAIM, 2002

BMX XXX made headlines at E3 in 2002 for all the wrong reasons. It failed badly, simply because of its poor gameplay, but some gamers were still

THRILL KILL, PSONE, NEVER RELEASED

see the light of day as an altered game called Wu Tang Clan: Taste the Pain (Activision) for Psone.









By arming himself with weapons found, Cash is able to protect himself from the opposition. We saw Cash find and use knives to slit throats at close range, as well as beating people with baseball bats or blasting away multiple attackers with a shotgun. The most Interesting however, was when Cash picked up a plastic bag, only to silently suffocate an opponent. You can also store multiple weapons on Cash (strapped over his shoulder and to his belt), so that you can choose which weapons fits best for the occasion. In many ways, sneaking up on opponents and silently attacking them from behind resembles the way Metal Gear Solid's Snake snuck through levels in Sons of Liberty.

Surprisingly, guns are not always effective. In one particular scene where Cash was blasting away and dispatching attackers, he was soon surrounded by even more gang members who had heard the gun's blasts.

The general premise of the game sees Cash in all kinds of predicaments in which he must simply find the best way out of (read: the least amount of resistance).

SOUND AND STEALTH

As there are so many elements of stealth involved, Manhunt utilises sound like no other game. At this stage, the sound is already fantastic - and critical to the success of the game. Stealth is just as important in Manhunt as it is in Metal Gear Solid and the onscreen maps and indicators all rely on the amount of sound that Cash is generating.

Cash is constantly in stealth mode but sprinting is still louder than creeping around the level. This means that in order to go undetected, Cash must remain either silent or quiet. However, he can also use noise to make distractions or attract enemies into the open so that he can confront and kill. This method is particularly useful when hunters are patrolling one area, but you need to draw them elsewhere. You can make Cash pick up and smash bottles or bang on bins in the street to cause a commotion. Even though using stealth is usually important when killing an enemy, sometimes it is more useful (or unavoidable) to take them on directly. Running and hiding in shadows is an option, but if you are surrounded you have to take enemies on with hand-tohand combat.

HALL OF FAME

Rockstar is fast earning itself a reputation for quality. Here's why:



STATE OF EMERGENCY, 2002

Chaotic fun seeing you rul amok and cause riots. SO



SMUGGLER'S RUN, 2000



consoles. This is as



One of the most highly underrated RPG games and would still make a worthy



Max Pavne allowing your character, Ma

shoot in super slow motion. This will one day be seen as looking to improve their



By "locking on" your enemy (as you do when shooting someone in GTA), Cash can fight. Cash has superior fighting skills to most of the gang members. However, fights – especially against an entire gang – will usually result in death or severe damage. Remember, you must kill or be killed!

F*&K CENSORSHIP

Terry Donovan knows that Rockstar games have never breezed through ratings and censor's playtests like a Mickey Mouse videogame would. Equally, he knows that Manhunt is bound to ruffle some feathers but insists that the game is made specifically for a particular audience.

"GTA, and most games, are about putting the gaming power into your hands. *Manhunt* is about the total absence of power. *Manhunt* crosses a few taboo issues. You wouldn't expect us to do something that was suitable for children and this, in no way, is. This is unapologetically adult. And that's not for controversy's sake. We just believe that that's at the heart of the PlayStation audience."

He continued, "It's not trying to be controversial but it doesn't make any apologies for being an adult game

either. It's just direct. It is what it is.

"It's very dirty. Twisted. It toys with reality and draws from films like 8mm, Jakob's Ladder, Surviving the Game, Marathon Man and then some literary stuff along the lines of Alice in Wonderland. And then at the same time, there are the elements of reality TV and snuff movies. You've got a whole kind of mix of things going on there of what's real and what's constructed. What really is the difference between the two? And if there Is one, does it really matter? Where is that line?"

GETTING IT

High concept games like *Manhunt* have come and gone in years gone by. Some games that have experimented with genres and pushed boundaries in acceptable ways have failed to sell, and gone straight to videogame heaven. Taking these risks, however, is something Terry Donovan believes is integral to the success of his company.

"For us, Rockstar has always been about taking risks. GTA was a risk. The original top-down with moregameplay-than-graphics was a big risk. GTA: London, Vice City were risks. Who knew that a game set in the '80s, themed with pink neon could actually capture anybody's

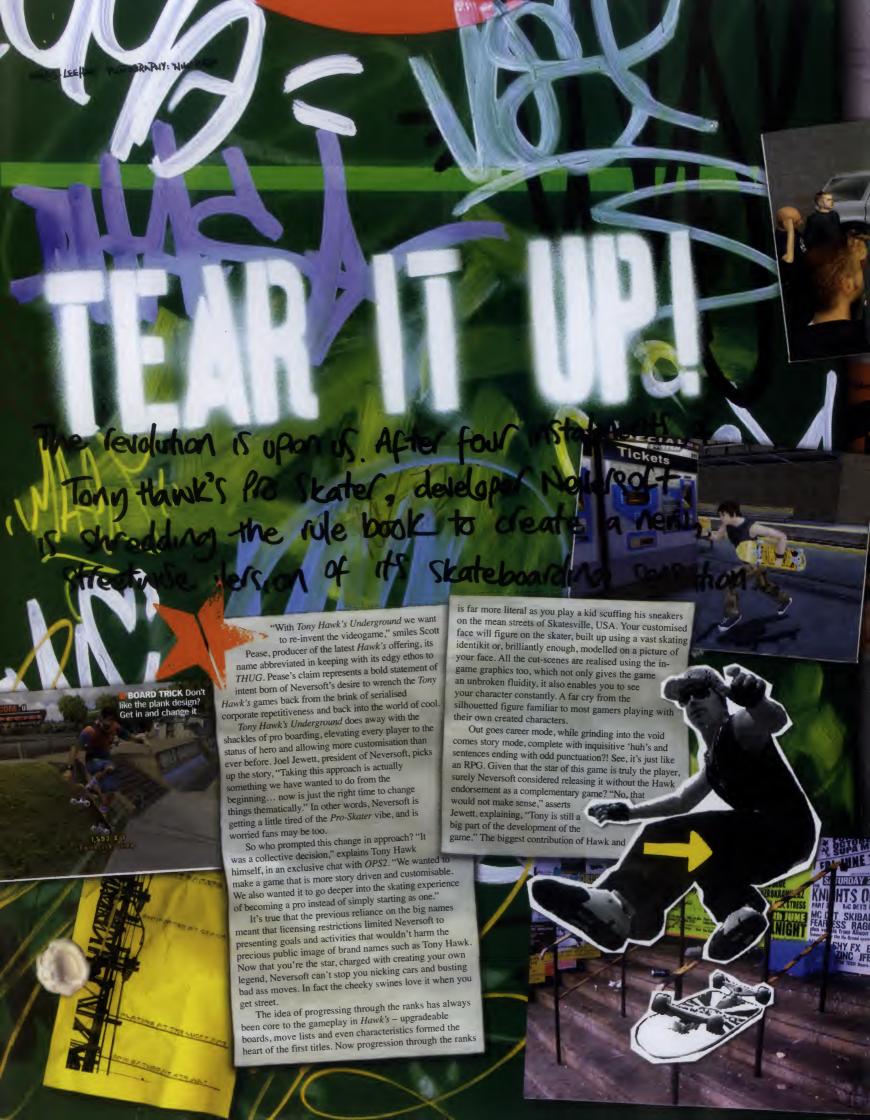
imagination? *Midnight Club* and *Smuggler's Run* were risks at the launch of the PS2 – at a time when everybody else was doing sequels.

"People who spend that amount of money on games now aren't interested in being handed something packaged, shallow, weak or any of the above. I think they're the most critical entertainment audience on earth. They're more critical of games than they are of albums. They're more critical than they are of movies. But why wouldn't you be? It costs two or three times as much! So, for us, *Manhunt* is a totally different experience. We're very excited and very proud to show it to you."

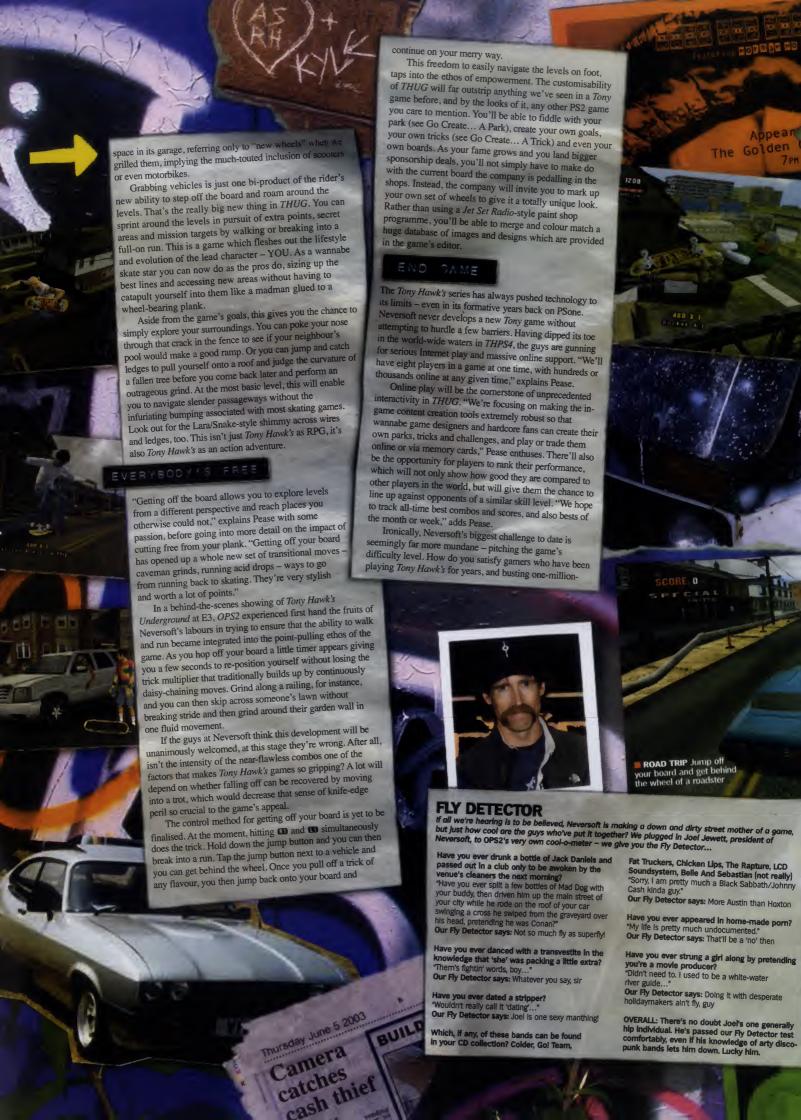
What remains to be seen is how much polish and shine Rockstar North manage to get on the game. At this stage the game is graphically impressive, showcases superb elements and animations, and it will strike fear into any gamer's heart. *OPS2* will be the first in the country to review the game when it is released in Australia and we will definitely be keeping close tabs on how the game is shaping up between now and then. **Richie Young**

* CAVEAT EMPTOR: LET THE BUYER BEWARE!













GO CREATE... A TRICK

The create-a-trick option is designed to be simple to use, and seamless in its realisation within the game. You develop tricks by meiding elements of existing manoeuvres with flipping and spinning motions using an interface very similar to the time deployed in music creation games such as Music 3000. The

resultant move can be the most outlandish vert trick ever, and it's easily hot-keyed onto your Joypad so you can pull it out for the

Once you've edited a move, you can add it to your skater's trick roster, along with five other self-styled manoeuvres – enough to add a wholly personalised feel to any hardcore points run. The potential combinations may not be limitiess but they certainly allow for

most combos hardcore Hawkabees would hope to include. such as the previously absent kickflip indy and kickflip to melon. Even if you're not an aficionado of obscure skating moves, the liberty of the system will make for an immersive element of interaction. "You can create some pretty wild air tricks," laughs Scott Pease, the game's producer, citing mental tricks such as "the inverted 900 Christ air backfilp".

Pease explains the parameters involved, "You can combine and blend up to six different animations and six different body rotations and you have complete control over the time line of the trick." The limit is only designed to keep your efforts within the reaims of the possible in

terms of the game engine.

The developer is also including a string of poses and little animations that do not feature in existing moves so you can freestyle. You will even be able to edit the set-piece manoeuvres themselves to ensure that each animation flows smoothly into the next by snipping the front and back off certain moves. Best of all, the game will calculate a score to attribute to the move based on the difficulty of pulling it off, so there's no room for cheating online or even on your own. You'll even be able to upload your trick to Neversoft's website so other gamers can try out your moves

BRONCO BURRITO POINTS 380 SPIN(12) on ROTATIONS 2 6 TRICKS 1 6 Heel Side II New Rotat -Hide D-Delete 114 R1=Order =Edit SPIN(III) on ROTATIONS 2 8 TRICKS 1 6 New Rotation or Trick

GO CREATE... A PARK

in earlier *Tony Hawk*'s games you could only apply gap names to your edited parks Now the evolution of the homemade park is truly complete. As well as being able to place S-K-A-T-E (see above) and C-O-M-B-O letters anywhere you wish, you can allocate high-score targets, combo targets, specific trick goals and place collectable objects. Naturally, naming gaps and attributing a score to them is also feasible.

"We've been working on some improvements to allow bigger parks - you can practically build your very own city," explains Scott Pease, THUG's developer, "You can also copy and paste large sections of your par." Pease then teases us by promising, "You can place animated people who give out goals some of which can even involve other modes of transportation. You'll also be able to add level goals to the locales that form the crux of the story mode, making THUG an almost infinitely replayable experience.

Perhaps the most exciting aspect of the new customisability of *THUG*'s levels is that you can share them online. Downloading parks created by other gamers – and the Neversoft crew itself – will be easy enough as each one is only 30k in size, so you'll be able to squeeze a board-spinning 270 parks onto a single, standard 8Mb memory card. Despite that fact, the parks are far bigger than those you will have seen before, even in THPS4.

The onus on developing new content will not be on Neversoft, according to Pease, who asserts, "We'll be looking to the fans to provide that." He continues, "With THPS4, we already have a community of really skilled park builders who have constructed some kick-ass levels. With the new tools in Tony Hawk's Underground, they're going to be able to take it way further, even creating their own custom career modes that can span several levels and include up to 100 or more

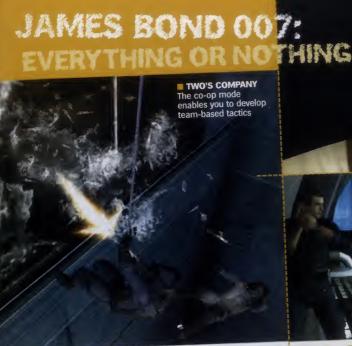


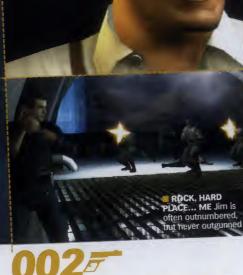


■ HAIR PLAY Customise your skater so that he











CHRISTMAS COMES TWICE Fancy slipping into action with another agent?

international esplonage doesn't have to be a lonely life with an unmarked grave waiting for you at the end. EON features a co-operative mode in which – instead of being Bond – both players take the role of trainee M16 agents. The mode uses a dynamic split-screen technique, meaning that when you're near to your chum, the dividing line will disappear. The beauty of co-op is the chance to develop your own tactics, such as using your partner to provide covering fire from a vantage point or leading enemies into traps. Sociable sples will also be chuffed to learn that EON features a four-player, arena-based deathmatch mode. Hopefully featuring environmental hazards like shark pools, bubbling magma and teetering stacks of unsold Grace Jones albums.

teetering stacks of unsold Grace Jones albums

ALL THE TIME IN THE WORLD EON uses a flashy bullet time effect... wait, come back!

There's more to being "Bond than shooting henchman and sipping cocktails", explains producer Scott Bandy. "To become Her Majesty's finest you're going to have to start thinking like 007. Bond thinks faster than anybody else." But the difficulty is reflecting this in terms of generals." "One property let the Bond rope." Says Bandy. "It gives

faster than anybody else." But the difficulty is reflecting this in terms of gameplay, "One approach is the Bond zone," says Bandy. "It gives you time to think by slowing the game down using a technique similar to bullet time." Sory, the what zone? "It's not really about dodging bullets like The Matrix," he counters. "It's about having a moment to think in a more sophisticated way."

The idea is that in a steaith situation there will be several ways around the obstacle. When Bond goes into the zone — cue swooshy effects — It gives you time to consider your options: do you rush the guard, trigger a diversion or find an alternate route? It's still very much work-in-progress, and the development team is considering using different visual cues to lead less-experienced players towards possible solutions.

possible solutions.

Of course, you can use it to waitz between bullets too. "Bond is so freakin' lucky" shouts Bandy. "He walks into a room with 50 guys armed with machine guns and doesn't get hit once. Because he's lucky" How long you can spend in the zone is dependant on a rechargeable meter. "The more stealthly you play and the more brinkmanship you engage in, the more the ability will be pumped up," explains Bandy. It's an interesting addition to the gameplay dynamic and, thankfully, the name is only a placeholder. Change it or you'll have an international incident on your hands.

KILLER CARS

VANTASTIC

the school run

We shake down Bond's Fritzengineered SUV in OPS2's first road test, kind of. The things we suffer...

One of the vehicles that Bond commandeers One of the vehicles that Borid comminateers during the game is a Q-enhanced, rocket-equipped Porsche Cayenne Turbo. It's the legendary German manufacturer's first ever SUV and there's currently a lengthy waiting list of prospective owners. The virtual version lish't procedule for testing ruft so we decided to take the ready for testing yet so we decided to take the real thing for a spin.

Strangely, the man at the showroom didn't believe we had the \$200,000 required to join the queue. So we sent Dad Instead...

OPS2: What's it like to drive, then?

DAD: Like Guinness laced with Tia Maria – It's smooth, powerful and utterly intoxicating.

OPS2: Jesus Dad, how long did it take you to OPS2: Jesus Dad, now long dut it take you do come up with that? Is it fast?

DAD: The water-cooled V8 engine can do 0-60 in five and a half seconds, maxing out at a top speed of 265kmph. You completely command the road. It's like driving a very big sports car.

OPS2: But does it make you feel like James Bond on a deadly mission? **DAD:** Not really, I feel more like Biofeld. The Inside is very roomy and has a plush leather finish – like an expensive saloon car.

OPS2: How about if Halle Berry was sitting next to you in a filmsy cocktail dress? DAD: Yeah, that would help.

OPS2: Ask the Porsche bloke how much it is to have machine guns fitted?

DAD: He says sat-nav comes as standard but guns aren't a factory option.

TACTICAL WITHDRAWAL Knowing when to retreat and FACE OFF recuperate is vital

HANDS AROUND MY
THROAT 007 specialises
in stealth kills

ONE TWO A couple of punches and opponents go down... for good







SOD ODD JOB!

...and Jaws is too obvious. Check out our rogue's gallery for some potentially killer cameos

No, your eyes aren't broken – that really is Jaws in the screenshots dusted lightly around the opposite page. Thanks to a recent deal between the two companies, EA is allowed to use classic characters from all 20 of MGM's 007 films. It's undecided as to whether we'll be able to kill any of the old-timers but here's a hastily compiled list of the vintage villains we want in the game.







MR WINT AND MR KIDD (DIAMONDS ARE FOREVER)
Wint and Kidd were spectacularly camp, utterly conscienceless hitmen in the pay of Blofeld. They specialised in killing their victims in an imaginative way (like, cheers) and habitually finished each other's sentences. If you're in any doubt as to how close Wint and Kidd's working relationship was, the pair were seen holding hands after blowing up a chopper. Oh, do behave...

LAST SCENE: Having detected his pungent cologne, Bond detonates Wint using his own cake-cumbomb device. Kidd is set on fire and jumps overboard.

HUGO DRAX (MOONRAKER)

"Mr Bond, you persist in defying my efforts to provide an amusing death for you." Drax is the quintessential Bond villain due to the ludicrousness and stratospheric expense involved in his scheme. He planned to nerve gas Earth from orbit and then repopulate the planet using only intelligent, attractive people... is that really so wrong? Well is it? Yeah, it probably is.



BARON SAMEDI (LIVE AND LET DIE)
Despite masquerading as the voodoo god of the undead, the Baron always had a smile on his face. Probably due to the ready availability of top-notch smack. Baron Samedi also enjoyed scaring the local girls with his big snake – Jane Seymour could scarcely hide her excitement.

LAST SCENE: Being thrown into a snake-filled coffin. Laughing boy re-appears just before the credits roll, sitting on the front of a train. Mwa ha ha!

MAX ZORIN (A VIEW TO A KILL)

Need a boggle-eyed megalomaniac? You could do a lot worse than call Christopher Walken. Zorin planned to destroy Silicon Valley with a devastating earthquake, thus giving him total control of the global market in computer chips. Currently still on Bill Gates's 'to do' list.

LAST SCENE: Falling to his death from the top of San Francisco's Golden Gate Bridge.

MBI AND THUMPER

[DIAMONDS ARE FOREYER]
Bond is searching Willard Whyte's mansion when he's confronted by these athletic beauties. The girls proceed to klck his ass in an acrobatic, some might say arousing, manner. Bond triumphs by chucking them both in the swimming pool.

LAST SCENE: The girls only featured in the one scene, which – quite frankly – is a crying shame.



JAMES BOND 007:



HOPE FOR US ALL Yeah, you've done well for yourself there, buddy

American Pie's denuded exchange student provides the eye candy in EON

in the lady department, EA has signed up Shannon Elizabeth, the first digital Bond girl to be played by a real you-can-touch-herand-everything actress. The glimpse of Shazza wearing a silver chiffon dress in the trailer suggests it's a smart move. Incidentally, that hairy lump pictured above actually gets to introduce her as 'the old ball and chain'. For he is Joe Reitman, hereafter known as Lucky. The couple met at acting class in 1996 and were married last year. Lucky once did a stint as Johnny Vaughn's Hollywood correspondent on The Big Breakfast and also starred in a film called Bum Runner. He presumably now spends every waking moment making sweet, sweet love. Romantic it might be but, we ask you, is this justice?

HANGING OUT Surveying the glorious visuals from on high

A PIERCE OF THE ACTION

Finally, here's the hands-on debriefing

Following a superbly bombastic opening, we're thrown straight into action. Bond is rappelling over the edge of an exploding skyscraper but there's no time to admire the stunning visuals – translucent searchlights, billowing smoke – while hurtling down the side. Blasts rock the building and shatter windows as guards absell down.

We ventilate the henchmen using a sub-machine gun and their

rock the building and shatter windows as guards absell down.

We ventilate the henchmen using a sub-machine gun and their bodies hang at the end of the rope. Licensed to kill, baby. Back on soild ground, we neutralise the guards using hand-to-hand combat. Unlike most third-person action heroes, Bond can handle himself without a plece, knocking opponents spark out with a couple of punches. And once down, they don't get back up.

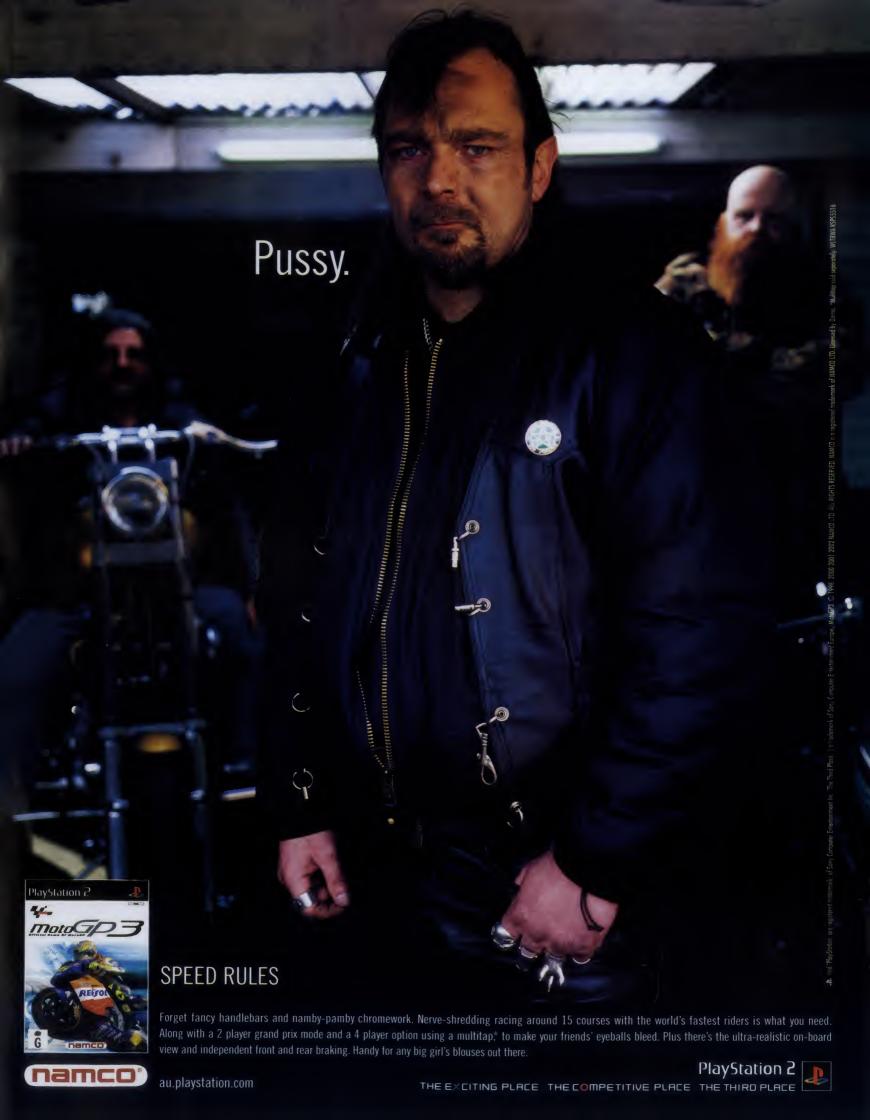
The resemblance to Brosnan really is uncanny, and if you use stealth, 007 will even tap a guard on the shoulder before sticking his rifle butt in. Having planted a bomb we dive off another ledge using the automatically-activated rappel. Landing on the next platform we're greeted by heavy resistance. The targeting system – which tracks enemies before you lock on to them – feels twitchy at first but soon becomes second nature.

Bond automatically makes use of cover, enabling you to duck

Bond automatically makes use of cover, enabling you to duck out and return fire with ease. Confronted by bazooka-toting guards we activate Bond zone, slowing time to a crawl. But despite the temporal shenanigans, Bond still takes a rocket to the face, and survives. Which looks plain wrong – but it is work in progress... Our first taste of Bond's new direction has left previously stiff

upper lips trembling with excitement.



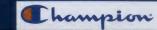




GAME OF

THE MONT

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REVIEW CHARTER

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

it's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game industry's most revered publications, both here and overseas. What's more, our writers have plenty of 'heritage' in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hardearned cash on a PlayStation 2 game, make sure you read our reviews first.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

Nigh on revolutionary. A game that could change the face of gaming forever 09/10 A truly astonishing game. If you have a PlayStation 2, you need this now Highly recommended 08/10

Good, solid fare that's definitely well 07/10 worth a look

Better than average, and ideal for 06/10 hardcore fans of the genre

An average game 05/10 Poor, but still with the odd moment 04/10

Extremely disappointing 03/10 02/10 To be avoided Beer mat (21/10)

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award the Gold Award
is a rare gem and
only to be given to
PS2 games that
score that magic
10/10. The only
game to get Gold
is MGS2. Too right! PlayStation 2

e 9/10. If you ee this, it's a sign f star quality, indicating that you PlayStation 2

The Bronze Award is for games that score 8/10. These games are highly and are 100%

DVD RELEASES



Acclaim lines up for another goal kick...

MACE GRIFFIN: BOUNTY HUNTER. Trigger-happy hokum or flight of fancy? Er, both actually

DEAD TO RIGHTS Join us for a dog day afternoon on the mean streets of Grant City

STARSKY & HUTCH

Fruit stall owners and cardboard box stackers beware, Starsky & Hutch are back!

065 ATV OFFROAD FURY 2
066 MUSIC 3000
068 DARK CHRONICLE
069 DIE HARD VENDETTA
070 FORMULA ONE 2003
072 RTX RED ROCK
073 SUMMER HEAT BEACH VOLLEYBALL
074 INDIANA JONES AND THE EMPEROR'S TOMB

075 FINDING NEMO

075 SX SUPERSTAR 076 FUTURAMA 077 BLACK AND BRUISED





It takes a little more to make a



AFL LIVE 2004

Acclaim lines up for another goal kick...

PUBLISHER: ACCLAIM
DEVELOPER: IR GURUS
PRICE: \$99.95
PLAYERS 2
OUT: NOW
WEBSITE:
WWW.ACCLAIMAU.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO



BACK STORY

Acclaim has the AFL licence for four years. Their first effort, Kevin Sheedy's AFL Coach 2002, was a PC management title guaranteed to cure insomnia. AFL Live 2003 was a superior game, but still a little rough around the edges.



You might have to be mad to play it, and you certainly have to be madly one-eyed to support your team, but our great game is something special. Whether you're on the back of an opponent taking a screamer or sitting in the stands singing your club song, footy is a way of life

for countless Aussies.

Acclaim's Australian Rules debut last year was good enough to be a must-buy for footy fans, but not flashy or deep enough to compete with the big budget sport simulations that EA churn out with alarming regularity. This year's sequel repeats the dose. It offers plenty of improvements, but still falls a long way short when you compare it to the big-budget competitors from other codes like FIFA or Pro Evolution Soccer.

KICKING AND SCREAMING

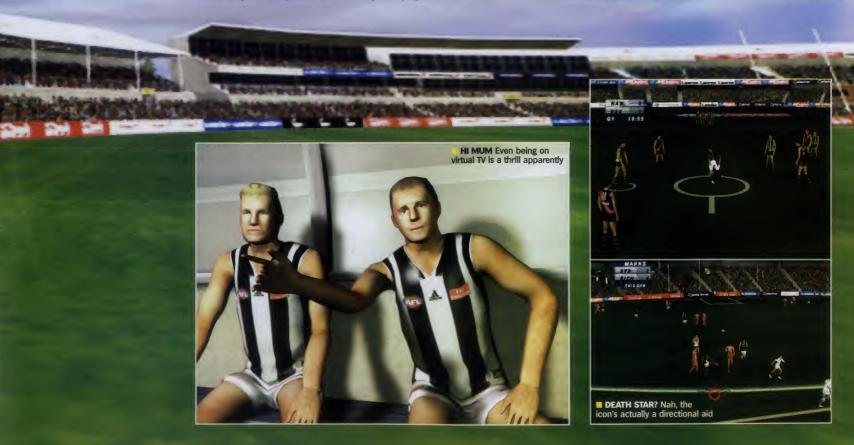
The biggest improvement is the addition of extra kicks like stab passes, chips, grubbers, snaps and booming torpedos. In last year's game the ball always followed the same trajectory, but now more realistic ball physics are used and you have greater control over your kicks. Wind also plays a big part in kicking for goal. The new kicks make it easier to take advantage of the reasonably sharp intelligence of your teammates and hit their chest when they find space. Team-mates are always trying to offer leads, and faster players now have a considerably bigger advantage over their opponents in getting free. Near the big sticks, snaps and torpedoes are incredibly satisfying and will have you

cheering along with the crowd as you kick a spectacular goal. The more precise kicking game also makes defence a little tougher - it can be difficult to turn the ball over when the opposition is rampant, especially on the highest difficulty setting.

The marking system in 2004 is also improved, with a more responsive feel. There are 13 different high-flying "speckies" to pull off, which prove to be a lot of fun, even if it's your opponent getting the big air. Sometimes the animations are unintentionally amusing, with players launching off the backs of non-existent rivals, but generally the spectacular marks add to the enjoyment and provide a unique Aussie Rules flavour to the game. We also like the new one-two handballs, which can baffle opponents and help set up lots of space to run into.

BIGGER AND BETTER

Depth was a major problem in the 2003 edition, and Melbourne-based developer has obviously tried to offer more play options to keep you interested. Training drills in areas like goal kicking, tackling and marking prove welcome additions, especially for newcomers. There are also mining games that prove fun with a friend (see Mini Me). Missions are also a great idea, with 16 historical games to play with various amounts of time left on the clock. You can try and get Geelong over the line against Hawthorn in the classic '89 Grand Final, re-enact Cariton's glorious comeback against the Pies in 1970, or choose the Buildogs and grimly hold onto the lead in that memorable '97 Preliminary Final against Adelaide. Unfortunately, licensing restrictions mean that you have to play













with today's teams instead of yesteryear's heroes. Acclaim would have to sign each past player individually, which means we'll never get to play with past legends of the sport - a blg disappointment. Fictional missions and the ability to create your own scenarios offer little compensation. But players will enjoy the Wizard Cup mode, which comes complete with the six wacky new rules like "super goal" nine pointers and three points for

Improved tactical options and more statistics also help to boost the appeal of slogging through multiple premiership seasons. Players can choose from their club's full 42-member squad in the team setup screen, and player statistics are shown in areas like marking, kicking, speed, stamina and height. Cleverly, the stats of the player's direct opponent are also displayed, ensuring you can get the best match ups all over the ground. After the siren, the match's best players are awarded votes for a mock Brownlow medal, and the leading goal scorers are shown in a Coleman Medal table. There's also the leading players in kicks, handballs, disposals, tackles and hit-outs, and even club best and fairest awards. Meanwhile, every time you play, a Player Profile tracks your success with Information like your number of wins, losses, goals, behinds and your longest kick for

goal. The stats prove valuable incentives to keep playing and were sorely missed in last year's game, although we'd still like options like player drafts and the ability to formulate set plays.

Other new additions include arenas like Optus Oval and Shell Stadium, as well as a suburban training ground, plus new animations, instant replays and Improved commentary. Your commentators are now Denis Commeti and Gerard Healy, with Christi Malthouse as boundary rider, which is a clever addition that works well. The trlo often get it wrong, but the banter is less wooden and sterile than last year's effort. Individual teams now actually play to their strengths and have different styles of play. Some teams play a hard tackling game, others concentrate on running the ball and using lots of handball, while others favour a long kicking approach.

MISSED IT BY THAT MUCH...

Unfortunately, what tends to limit lasting appeal, despite the developer's best intensions to inject new play modes and stats, is simply the game itself. Like last year's edition, results are too often determined by who can get the ball out of the centre and boot it to their full forward. The addition of the new snap kick just makes it even



easier for the ruckman to grab the ball and quickly bomb it to your eager forwards. On even the hardest difficulty setting, you can repeat this tactic ad Infinitum against most opponents.

Australia's unique game is more like a religion than a sport to countless fans, so we suspect that many devotees will be happy with this new game. It's not a screamer, but is certainly superior to its predecessor, with some solid improvements that add to long-term appeal. If you didn't grab a copy of its predecessor and spend most weekends in the outer with a ple in your hand and a beanle on your head, consider AFL Live 2004 an essential purchase. But if you already own last year's game, the new additions might not be enough to get you playing again.

Jason Hill

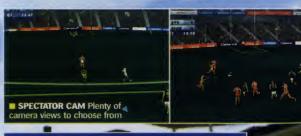


Graphics	Ø6	Reasonable stadiums and player animation
Sound	Ø6	Better commentary but atmosphere still lacking
Gameplay	Ø8	Loads of fun, whether alone or with mates
Life span	Ø6	More tactical depth might have improved things

not a vast improvement over its predecessor.









AFL Live 2004 features mini games for testing your skills. All can be played against a mate, and although they have very limited appeal, beating your best scores is addictive. Superkick sees players trying to pinpoint kicks onto a grid, with each square offering a different score. Handball Challenge is a variation on the handball competitions popular on Sunday morning footy shows, with a revolving target and a strict time limit. Around the World is the most fun, letting players have a series of set shots for goal



Finally, a cordless controller that gives you all the freedom you've been looking for, no strings attached. The new Logitech® Cordless Controller for PlayStation® is the only cordless controller officially licensed by Sony Computer Entertainment. Performing flawlessly from 6 metres away, it uses precise 2.4GHz RF technology to give you over 50 action-packed hours of gameplay. And with all the thrills of vibration feedback, the time has come to cut the cord.





PlayStation。2
PlayStation。



MACE GRIFFIN: BOUNTY HUNTER

















MACE GRIFFIN: BOUNTY HUNT

Trigger-happy hokum or flight of fancy? Er, both actually

PUBLISHER: VIVENDI DEVELOPER: WARTHOG PRICE: \$99.95 PLAYERS: 1 OUT: AUGUST WEBSITE:
WWW.HUNTTHEMDOWN.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



'Steady', would be how best to describe Warthog's PlayStation CV to date. The company first gained respect among the Trekkles by releasing a Star Trek game on PSone and then promptly undid all that good work with Tiny Toons: Plucky's only seen X-Men 2: Wolverine's Revenge as testament to Warthog's PS2 prowess but with games like Battlestar Galactica and X10 in the works, more surprise hits could be, er, pig-penned in.

Bam! Blown away. Nice one Vivendi, you really got us there. It's rare that we get surprised by a game - normally you instinctively know what you're going to get in advance. The

name may be a good indication, or maybe the amount of hype surrounding it. Seeing as Mace Griffin sounds like an obscure Star Wars character, and without anything else to support him, we naturally thought we were in for a turgid ride with this one. Not so, because despite the low-budget visuals and uninspiring opening level, Mace Griffin: Bounty Hunter has turned out to be something of a treasure. No massive licences involved, but still a good, sound buy which will enthral, entertain and can't be compared to any film/toy/lunchbox.

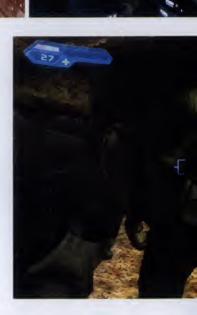
Set in a bleak future, mankind and aliens co-exist in colonies in the outer reaches of the galaxy, where the long arm of the law isn't quite long enough to keep tabs on the shady goings on that occur there. So splinter groups have been set up to help restore order, and it's through one such group, known as the Rangers, that we get acquainted with Mace Griffin. The first mission is played out as a prologue with Mace and his team investigating a disturbance on a remote space station. However, when Mace's comrades are ambushed and mercilessly slaughtered, it's our hero who bags the blame and becomes incarcerated for ten years.

CARRY ON HENRY

Upon his release, and with a sizeable chip on his shoulder, Mace takes up a new career as a bounty

hunter, diving into raging conflicts, gunning down all and sundry and then strutting back out again to pick up a weighty pay-cheque, all the while hot on the heels of those who framed him. To provide the gruff tones of Mace, Warthog enlisted the vocal talents of Henry Rollins (heavily tattooed hulking ex-frontman of US hard-rock act Black Flag). Although, as with Michael Ironside in Splinter Cell and Mark Hamill In Wolverine's Revenge, just what Rollins brings to the character beyond mere publicity is questionable.

The game is slow to get going, the prologue mission never hints that you're in for anything more than just an average first-person shooter. But once Mace gets out of the slammer, things start to get interesting. Having undertaken his first assignment, we then witness perhaps the only element that sets this game apart from other first-person shooters - the seamless integration of space combat with ground-based shooting action. When Mace jogs towards his craft, you fully expect a cut-scene to kick in at any moment, warping him behind the controls ready to lift off into space. But no, he nears the craft, the door opens and he's able to walk on, climb the steps, slip into the cockpit and seat himself behind the controls before taking off and flying to the next job. It's this small, yet very classy touch that makes the game all the more immersive and rams home the urgency of, for instance, chasing a criminal through a ship then quickly boarding your vessel, pursuing his craft out into space and then blowing him clean out of the cosmos.



LOAD

SHOOT ME TWO TIME BIG BOY

Each weapon has two ways of being used: standard shot and























TROOPER

he seamless jour rom ground to air











Any pause for loading or cut-scenes and the momentum would be lost, so the way in which you can run onto your own ship and stick with the chase until its explosive conclusion is breathtaking. Okay, the pilot mode feels lightweight compared to more sim-like, flightorientated games - you can shoot, lock-on missiles, roll and control the speed - but it's enough to feel like two great games in one. You can pilot different craft as the game goes on, each with different handling physics and defences, so there's always more to learn.

MIND MY HALO

The first-person-shooter elements of the game are functional rather than outstanding and it's obvious that in this department, Warthog has taken some inspiration from the Xbox game Halo. Like the way in which your health is handled - you have a bar of shield-energy which depletes when you take a hail of bullets but replenishes quickly if you stop taking hits for a few seconds. The game also features a checkpoint save system whereby it autosaves whenever you reach a new section, eradicating the need to replay extensive, enemy-packed areas if you die. Handy that.

Thankfully, some of these checkpoints are spaced far enough apart to allow for some challenging and

enjoyable stretches of gameplay but it is still annoying how, when you dle a few paces into a new section, you have to wait

while that section reloads. You'll forgive the game such delays, though, as the varied gameplay consists of more than mere A-to-B fragging.

You'll constantly have to check your fire to avoid gunning down allies, make effective use of the environments to achieve good sniping vantage points and interact with surveillance cameras and gun turrets to clear forthcoming passageways of danger. The route is rigidly linear, with none of the freedom of, say, Deus Ex to make your own decisions and make the game your own, but there are plenty of fine set-piece moments scattered throughout to make you smirk admiringly.

Ultimately, it's the variety that keeps you hooked. One moment you're dog-fighting through an asteroid belt and the next you're hitching a ride on a mine cart, ducking rocks and trying to pick off snipers. You never quite know what's going to happen next. A first-person shooter that's genuinely surprisingly? Now that really is a bounty worth claiming.

Ryan Butt

DEFICIAL VERDICT

Graphics	Ø8	Generally good but lacks panache in places
Sound	07	Ear-perforatingly loud with good narrative
Gameplay	07	Two styles, excellently blended with no seams
Life span	Ø5	Challenging but not infurlatingly so

A hype-free, classy intermesh of different styles makes for one of the most compelling games of the year.



IT'S BREATHTAKING HOW YOU **CAN RUN ONTO YOUR SHIP** AND STICK WITH A CHASE UNTIL ITS CONCLUSION

SHORT SIGHTED It'll hurt

you just as much as him!







REVIEW DEAD TO RIGHTS





■ DANCE BEATS
The DJ must have beer playing One True Voice



■ GUNS AND POSES ...A clown with an armoured gatling gun. Yeeees



"No, I will not pick up the soap for you"

DEAD TO RIGHTS

Join us for a dog day afternoon on the mean streets of Grant City

PUBLISHER: EA
DEVELOPER: NAMCO
PRICE: \$89.95
PLAYERS: 1
OUT: NOW
WEBSITE:
WWW.DEADTORIGHTS.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

BACK STORY

Dead To Rights has been around for a while. It first reared its blood-stained head at games industry expo E3 way back in 2001. It received an American release nearly a year ago, but it was only recently that Namco secured an Aussie publisher in EA.

Anyone who says you should never work with animals clearly hasn't fought a one-man war against crime alongside a throat-chewing, gunstealing, bomb-sniffing husky wolf called

Shadow. We have, and we can safely say that when you're trapped in a warehouse surrounded by gun-toting nutters, a dog definitely is a man's best friend. Shadow might only play a supporting role, but he's the real star of Namco's bloodthirsty arcade shooter. Good boy, Shadow.

A dog must have a master, and here he goes by the suitably gritty name of Jack Slate. Slate joins the likes of Max Payne, Jack Bauer and Dirty Harry in a long line of 'having a very bad day' American cops with a fridge-sized bug up their ass. Just moments after the game starts Slate finds his dad lying dead with his internal organs decorating the pavement. Minutes later he's been framed for murder and is fast-tracked to Death Row and

a date with the chair. Hence the ass-burrowing fridge bug. There's only one way forward – go kill every goddam person in the place.

Subtle Dead To Rights Is not. The basic idea is, 'ff it moves, shoot it. If you can't shoot it; punch or kick it. If that fails, unleash the hound'. Which is all fine by us, and if you're a satisfied veteran of the war to save Zion, It'll be fine by you, too. There's more than a passing resemblance to Enter The Matrix — an arsenal of everchanging weaponry, scores of hapless cannon fodder, neat disarm moves, a spot of martial arts and ropy graphics. There's even a dash of bullet time, although it's nowhere near as smart as in the Shiny title. However, DTR has a few more clever tricks up the sleeves of its keviar flak jacket but as they only account for a small amount of gameplay, we'd better talk about the combat first.

It's good. Incredibly gory, somewhat repetitive and

Help







RAIN IN THE ARSE DTR's Grant City has the same climate as Melbourne

BARK LIFE

He ain't nuthin' but a hound dog but he plays an all-important part in the game. Meet Shadow, your ever faithful friend and a combat canine.





There'll be times when only Shadow will be able to reach an area. Control switches to the dog and you can direct him to where he needs to be with the analogue stick.



When Shadow's stamina bar is at max you can target an enemy and hit **(a)** to send the mutt off to bite out his throat. Yum. Shadow will also bring his weapon back to you.



Shadow is a police sniffer dog. In the skyscraper level, Jack sends him off to hunt out some bombs. Once Shadow's sniffed around, Jack takes over the disarming dutie:





There are around 16 highly amusing and absolutely brutal disarm moves to unlock. Here's a sample... **BULLET IN THE HEAD** AND EFFING STAY DOWN Jack takes the gun and slap the bad guy across the face





ONE FOR THE ROAD

Jack boots the guy up in the air, grabs his gun and shoots him, which makes him float in

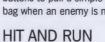
WALL OR NOTHING Yep, there's plenty of destructible scenery



DAD TO RIGHTS Jack finds his old pa murdered and that kicks off the story. Whodunnit? Our money's on the dog



and the only way out is to nail pretty much everyone you set eyes on. There are plenty of ways to do this. Some sections see you armed only with fists and feet, and punching, kicking, throwing and dodging is the only way to sort out the bother. It's pretty basic - just bashing the buttons to pull a simple three-move combo out of the bag when an enemy is near you is about the size of it.



When you're armed and dangerous it's a little more complex but hardly brain-engaging stuff (and guite right, too). There's an auto-target system with a colour-coded crosshalr that tells you how likely you are to hit a felon. When It's green, the perp is safe. When it's red, it's time to splay his brains on the wall. There's an inordinate amount of intelligent enemies on screen at any one time and they won't stop shooting at you until they're downed, so a minor degree of tactical thinking does need to be employed. To protect yourself you can grab a bloke and use him as a shield MGS-style; or you can find cover, peep out from behind it, then shoot your load.

You rearm yourself either by snaffling the guns of the fallen or by disarming them with one of several highly imaginative moves (see Disarms And The Man). You're never short of hardware but if you do happen to run out, you can despatch Shadow to do the neck-chewing, gunthieving thing mentioned previously. And at the end of each 'chapter' there's a boss to overcome - again this involves little more than plugging away with whatever shooter comes to hand.

And so to the clever tricks. Breaking up the violence is a series of tasks that are essentially a test of your

> rhythm. imagine our surprise when after just five minutes we were distracting some bouncers by getting a pole dancer to gyrate in a suitably erotic fashion. tapping the buttons in time to

the music. There are also, among other things, bombs to

disarm, locks to be picked, weights to be lifted, arms to be wrestled and girls to be protected. All sound good so far? Indeed. Sadly there are a few rather chunky faults. For one, the graphics are rather

lame - they're grainy, and not a million miles from the likes of Syphon Filter 3 - and the game's also prone to some serious slowdown. It's also very easy, and by no means an epic either, DTR was released in the States. some nine months ago, where the main complaint was that it was too hard, but there's been a definite dumbing down of the difficulty level for the local version. We'd recommend playing on the hard setting or else it will all be over far too prematurely. And you wouldn't want that,

Things also get repetitive very rapidly. The first couple of hours are great, but you'll eventually find yourself blasting your way from samey-looking warehouse to samey-looking warehouse just yearning for a quiet lie down. But overall DTR is just about worth the entrance fee - non-stop uber-violent action, some nice little asides to the main event and a story that's just about sufficient to make you believe in your cause. And let's not forget your little doggy-woggy. Ahhhh.

Nick Ellis





CATCH OF THE DAY Jack rescues one of the candidates for the local elections. We kid you not

IF IT MOVES, SHOOT IT. IF YOU CAN'T SHOOT IT; PUNCH OR KICK IT. IF THAT FAILS, UNLEASH THE HOUND



Near endless gunplay with hand-tohand scrapping, backed up with a dark tale. DTR is good, mindless fun



STARSKY & HUTCH









SKID MARKS! Powerslides, jumps,







THE HIGHER THE VIEWER

It's not the sleazy criminals you have to worry about, it's

your viewing figures. Ouick Starsky, do

spectacular!

TARSKY & HUTCH

Fruit stall owners and cardboard box stackers beware, Starsky & Hutch are back

PUBLISHER: VIVENDI DEVELOPER: MIND'S EYE PRODUCTIONS PRODUCTIONS
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.STARSKY-AND-HUTCH.COM
GOHZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: G-CON 2 PERIPHERALS: G-CON 2 LIGHTGUN, STEERING WHEEL

BACK STORY

Established in 1995, Mind's Eye Productions has its fingers in a number of media pies. Aside from Starsky & Hutch - its first PS2 title - and the daft but enjoyable Sheep on PSone, MEP has developed games for Sky interactive's Gamestar Portal fincluding Celebrity Shagmatch and Tomb Raider) and the piping hot mobile market. It also produces computer animation for TV and is responsible for Robot Wars menus and stats screens.

Starsky and Hutch. Everybody knows them, right? Sure. There's that red car with the white stripe, and those two cops. And it was set in San Francisco... or was it LA? Hang on, it

might have been New York. And there was a bear in it, wasn't there? Well It was definitely the dark-haired one with the cardigan who drove the car. Hutch. Wait, which one was David Soul again?

The fact is, the majority of PS2 gamers who were even alive during the show's original '75 to '79 heyday, were probably too busy filling their cloth nappies or clipping playing cards against their Grifters' spokes to fake motorbike revs to remember anything much about the classic cop series. And as for anyone born in the decade of Knight Rider... fuggedaboudit.

Empire's masterstroke has been to pick a franchise that had a wafer-thin premise to start with and then build a game up from those foundations rather than ruin something sophisticated by trying to make it playable.

Knitting a healthy thread of post modernism into Starsky's cardie, the game is divided TV-style into three 'seasons' of six episodes each. Your success in any episode is controlled by your VR (or viewer rating) points (see The Higher The Viewer). Let the VR counter drop to zero and the show is cancelled.

escort missions (driving Hutch's crappy brown motor), but essentially the game is a one trick pony. Screech around Bay City chasing perps in cars and shooting at them until they stop/explode.

And yet, Starsky & Hutch possesses a remarkable 'one more go' pull. In part it's down to the Striped Tomato's superbly chunky handling. The car feels like it has real inertia on the road, making for grin-worthy power slides and gutsy traffic weaving. Get a mate in to join you though, and Starsky & Hutch really comes into its own. With one person doing a 'Starsky at the wheel' and the other 'going Hutch' with a free aim and tonnes of ammo, there's endless fun on offer.

The lo-fi cut-scenes are laughable - there's more variety in a packet of fruit pastilles - but Starsky & Hutch beats the odds through sheer easy-going '70s charm, and by doing the hugely fun driving and shooting twoplayer experience with great polish.

Paul Fitzpatrick

DEFICIAL VERDICT

Graphics	28	Bay City is huge and looks the business too
Sound	07	Wah wah guitars and buming rubber. Great stuff, man
Gameplay	Ø6	Lots of fun but basically the same mission repeated
Life span	07	Not massive, but tricky. The two-player fun is endless

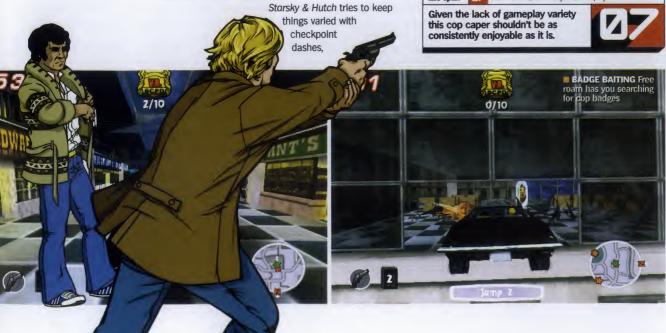
Given the lack of gameplay variety this cop caper shouldn't be as



















\$59.95 Nebsite: **WWW.rainbowstudios.com** 50HZ MODE: **NO** MIDESCREEN: **NO** SURROUND SOUND: YES PROGRESSIVE SCAN: YES

BACK STORY

inbow Studios is not only behind the original ATV Offroad Fury, *but also* Splashdown, Matt Hoffman's Pro BMX 2, *and* Motocross demonstrate the importance of a highly developed mid-air trick system and a convincing









ATV OFFROAD FURY 2



ATV OFFROAD FURY 2

It's time to write your name in the dirt again – this time with four wheels

Want to get closer to nature? Hug a tree or two? If you're quick, you can manage both from the comfy seat of your trusty All Terrain Vehicle (ATV). Rainbow Studios has

squeezed out a successor to its original PS2 offering. The formula for this sequel doesn't stray far from its roots at all. Once again riders are set loose on recreational quad racers to roam freely or take on one of the many racing challenges. The game's 40 or so new environments contain every natural element from water and mud, to ice, sand and snow. Somewhere In there they also managed to squeeze in a bunch of devilishly designed courses of all shapes, bumps, and sizes. As usual, though, most of the good stuff is safely locked away until you start bringing home some championship gold.

Offroad Fury 2's structure is also reminiscent of the first game. The three main choices are Race, Freestyle and Championships. Within these choices, the racing modes include the outdoor trail blazing of Nationals, the Indoor battles of Supercross, and the waypoint challenges of Enduro events. And should you tire of these, you can always use the waypoint editor to slap down your own gates and create a custom Enduro race. Freestyling is less about line honours and more about busting big air stunts in return for serious points. Sustaining mld air tricks for as long as possible and stringing several together to form combos are sure ways of racking up the readies. The measly list of 24 stunts is slightly disappointing considering the high quality of the rest of the package though.

One welcome addition is the inclusion of several

unlockable mini games, which certainly add further replay value - especially in multiplayer. Game modes include King of the Hills, Tag, Treasure Hunt and Hockey. In Tag, riders need to secure a bouncing ball and hang onto it longer than anyone else, the catch being the longer you have the ball, the slower your ATV moves. Another example is Hockey, which oddly enough has you slip sliding around an ice rink aboard your ATV, while shooting goals. All of the game's multiplayer modes can be accessed via a choice of split-screen, ILink and online - for our lucky friends in America. Thankfully we won't have to walt much longer either.

The vehicle handling and controls remain tight and responsive, with the all-important jump preloading remaining as an essential technique for mastering the perfect jump. Riders can also alter different engine, traction and suspension tuning parameters.

Although its hardly revolutionary, this sequel does manage to build on the strengths of the original game with subtle new touches here and there, and is certainly worth a spin in a PS2 near you.

Mike Wilcox

DEFICIAL VERDICT

Graphics	07	Solid surroundings and smooth animation
Sound	07	Mix of two stroke engines and licensed music
Gameplay	08	More of the same but that's ok
		Good set of modes to keep your coming back

More of the same, with new tracks, riders, racing modes and plenty of good old fashioned fun.









MUSIC 3000

Jester's astonishing music creation tool is back. Your pop career starts here

PUBLISHER: OV SOFTWARE
DEVELOPER: JESTER
PRICE: \$89.95
PLAYERS: 1
OUT: NOW
WEB SITE: WWW.JESTER
INTERACTIVE.COM
60HZ MODE: NO
SURROUND SOUND: NO
WIDESCREEN: NO

BACK STORY

The Music series began in 1998 under the watchful eye of Creative Director Tim Wright – aka Cold Storage – the Inhouse musician at Psygnosis for several years. The Intention was to provide a realistic yet Intuitive music creation package – an ambition which has been realised through subsequent sequels – especially the PS2 debut, MTV Music Generator 2. Music 3000 now offers 64 channels, to Music's 16, as well as USB sampling and movie clip video editing.

Creativity. A word seldom used in connection with playing videogames. Sure we can appreciate the sublime elegance of a Max Payne slow-mo shoot-out or a well-

executed Virtua Fighter combo, but try showing your 13-year-old sister why Lion's praying mantis kung fu style is a thing of beauty comparable to any Justin Timberlake dance spasm and she'll scoff dismissively. She may, however, be impressed by a masterfully crafted slab of beats knocked up in a couple of hours on your PS2. Probably, deep down, you will be too. Music 3000, the latest title in Jester Interactive's trail-blazing series, is all about creativity. It's truly addictive, universally entertaining stuff.

Veterans of Jester's *Music 2000* on PSone will immediately realise that this is a very different beast from its predecessors. The game's interface has been entirely overhauled, replacing the simple Lego-brick look with an array of buttons housed within an amorphous editing screen. Now different menu components seamlessly slide in and out at the touch

of a button to give you the impression you're working on one huge sound desk.

NEW KID ON THE BLOCK

What we have here is a feature-packed sampler/ sequencer ready-loaded with thousands of adaptable riffs. These are split into four categories including drums, harmonies and vocals, and then sub-divided into six genres: trance, metal, pop, garage, hip hop and indie. Metal is a cornucopia of meaty guitar riffs and thudding drums; garage has plenty of throbbing bass; and pop has all those squidgy 'can't get you out of my head' beats.

Putting these into a song is, as you'd expect from this series, laughably easy. You select the riff, drag it across to the 64 channel editor and drop it in. Want to listen? Guide the arrow to the beginning of the song and press Now keep adding more riffs and loops (on separate tracks, of course) until you've created a three-minute pop masterpiece.

But this is only the beginning. Via a multitude of



■ DEEP BLEEPS Editing samples and creating new sounds is the ultimate aim.







YOU'RE WORKING ON ONE HUGE SOUND DESK. YOU SOON REALISE, THIS AIN'T A TOY ANY MORE

mixing and sound editing functions you can add reverb, echo and delay, then create further texture by adjusting volume and tempo. Effects can be

applied to the whole song, a single track, or a solitary riff, so there's plenty of potential for adding depth to an arrangement. You can also create your own riffs using a huge range of samples, or just edit your own from scratch.

Luckily, you don't have to plough through a phone book-sized instruction manual to figure this process out - Music 3000 comes with 19 in-built lessons covering every facet of the 'game'. Each one guides you through, step-by-step, using the actual video and music editors. These sessions are quick, logical and relatively authoritative, although more complex subjects - like video editing, for example - are skipped over too quickly, ending with a suggestion that you experiment.

But, of course, that's what creativity is all about. Flddling with the controls, slowly learning new facets of the system. It's the only way to progress. Can't be bothered right now? That's okay - getting a cool, professional tune together is eminently possible using Just the default riffs and a few of your own samples. Ah, yes. As with MTV Music Generator 2, you can connect your PlayStation 2 via the USB port to any piece of audio visual equipment and take samples from it. it's a straightforward procedure and you end up with crisp, high-quality recordings of anything you like - movies, DVD, even the radio. This opens up infinite possibilities. but more specifically, lets you cram your dark urban electronica full of hip movie quotes. (It's possible to get up to seven different samples into each track, but make sure you have plenty of Memory Cards on hand as they will take up a load of space.)





FIX THE MIX It's easy to learn the song craft basics.

On top of this, you also get the much talked about V2M system. Using a microphone you can whistle, hum or sing a riff and have it converted into a series of notes: great if your technical grasp of music compares with that of any boy band member. This is entertaining stuff in its own right - as long as you can muster a clear whistle or hum, or sing vaguely in the key of C. It'll take you a few goes to actually get the thing to understand what you're trying to communicate, but when we finally teased it into repeating our test tune (What The World Needs Now by Burt Bacharrach - not sure why) it was thoroughly amusing. It's not clear how useful this gimmick will prove, but it's good to have none-the-less.

The Music series has been one of the best things to happen to console gaming over the last few years. It offers truly creative entertainment within an initially idiot-proof environment - and will go on to provide budding electronic musicians with a firm bedrock of compositional skills, before they try out a 'genuine' sequencer. Music 3000 has its limits of course, and it will take you ages to find them, but this is a \$90 PS2 game, not a five-grand sequencer/sampler. It's also a big enough leap ahead of previous incarnations to warrant another purchase for those who already own MTV Music Generator 2. Indeed, every PS2 gamer with an atom of musical ambition in their DNA needs to give this a try.

Keith Stuart



CO-OP POP Create tunes along with the video so they work together.



SMOOTH SKIN This ecological backdrop is overbearing but fun.





bedroom artists.

















PUBLISHER: SONY DEVELOPER: LEVEL 5 PRICE: \$99.95 PLAYERS: 1 /ERS: 1 : SEPTEMBER BSITE: WWW.LEVEL5.CO. EN/NEW_P/DC2.HTML 4Z MODE: NO

BACK STORY

probably best remembered for introducing the brilliant Georama, a construction system along the lines of Theme Park World and Sim City. On your travels through ons you'd pick up the dungeons you'd pick u all kind of raw elements which could then be used to build everything from lakes to libraries. Thankfully, eorama also reappears In ark Chronicie and

although Integral to the game, doesn't play quite such a significant role.

PlayStation 2







DARK CHRONICLE

Do the heavens smile on this RPG seguel? The forecast's good

You caught us at a bad moment. Unfortunately, we can't really afford the time to actually pen a review because we're still too busy twiddling our thumbsticks with Dark

Chronicle. The game is just wonderful - an absolute delight to play on every level. Yes, at its heart the title's an RPG, and a fantasy one too, and that might send some of you running to the hills screaming, but this isn't just Dungeons & Dragons with a spot of Georama (see Back Story). It's wickedly immersing, genuinely diverse and utterly charming. What's more, there are none of those frickin', random battles.

So, you want to know the story? What, really? Now? But there's so much that we need to be doing. Just for starters, then, you can look at What's The Story (below) for the full yarn, because if we don't dispose of the Rainbow Butterfly guarding the final level in the spooky forest, all hell will break loose. Literally. And when the fighting in the forest is done and enough cash has been collected to buy the stove from Morton's 24/7 store back in the town, some fish have got to be caught for dinner. Make vourself useful and find some balt, this RPG party marches on its stomach.

UPGRADE SLAVE

WHAT'S THE STORY?

It was just an ordinary day like any

Brinks, is given a jewelled pendant by his father. Little does Max know that the stone holds immense power and is coveted by a great evil that looks does from far.

looks down from far away. After narrowly avoiding a lynching at the hands of a troupe of killer clowns Max's inquisitive nature leads him out of the town and into the world beyond. Here he discovers the

awful truth – evil walks abroad. The fate of the world – past, present and future – hangs in the

princess-type he meets along the way, Max sets off to put things to rights.

other when suddenly...

Then there's the matter of maintaining and upgrading the weapons. Do you think a standard Work Wrench is going to upgrade to a monster-mashing Smash Wrench all by itself? No, it needs a lot of love and attention, so careful not to break it. Those fancy magic crystals that we've been tearing around collecting, they ain't for the Christmas tree. They have properties that enable you to build up your essential adventurer's kit. For example,

you'll need a sackful of them if you want to equip your Ridepod, a mechanical monster-slaying machine called, er, Steve, with a new set of side-mounted cannons.

And don't even get us started on the Georama, the system used to rebuild the ravaged world that our heroes Inhabit. Collect this, invent that, hunt out that magical stone, plant a tree here, build a house there no, no, put it next to the stream, not facing a rock. It's enough to give you apoplexy. And there just isn't the space to mention the mini-golf competitions, the beguilling storyline, the time travel aspect and the host of supporting characters who flit in and out of your party.

All these elements (and more) combine to make for one of the richest, most involving and engaging games you could ask for. RPG fanatics will be in raptures, and even if you're not usually the sort to dabble in the genre, your heart would have to be made of stone not to fall in love. Yes it'll take you months to finish and the amount of stuff to get your head around is almost bewildering, but when all too often you can complete an adventure in a weekend, Dark Chronicle is a ray of PS2 sunshine.

Now, if you'll excuse us... □ Nick Ellis

DEFICIAL VERDICT

Graphics	09	Enchanting environments and great characters
Sound	08	The genteel music never bugs, unlike the US accents
Gameplay	09	Engrossing, complex and varied beyond belief
Life span	10	A virtual lifetime

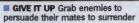
If you've finished FFX and need a new fix, look no further. This is toptier RPG fare, an essential purchase.

























DIE HARD: VENDETTA



DIE HARD: VENDETTA

Stop Press! McClane in German terrorist shocker!



DOUBLE CREAM Many of the weapons allow for some two-handed death-dealing

JBLISHER: VIVENDI EVELOPER: BITS STUDIOS RICE: \$99.95 AYERS: 1-4 SURROUND SOUND: NO PERIPHERALS: MULTITAP

BACK STORY

tish codeshop Bits udios has been arou for 15 years, and developed nearly 30 titles on multiple platforms, including games such as Chase HQ and Alien 3, plus several Spider-Man titles. Vendetta is its first effort on PS2, though it was previously released on Gamecube. Bits currently has another PS2 title, Rogue Ops, in development which should be out by the

AUTOMATIC FOR THE



John McClane is the unluckiest man ever. Trouble's never far away when he's around. Hijackings, bombings, sieges - they follow him around like the stench of a festering

snapper in your back pocket. And those Germans phewl Have they got it in for him. But several years have passed since With A Vengeance, all without a sniff of heavily armed psychopathic Europeans, and John's thinking about retirement. No such luck - someone's gone and kidnapped his daughter. Time to don that soon-to-be-grubby vest and brush up on your motherloving profanities old son...

Of course, it can only be a member of the Gruber family behind this dastardly deed. Chief evil-doer from the first film, Hans, begat a son some time before meeting his altitude and asphalt-flavoured demise. Said son is out to avenge his dad's death, and he's come to Los Angeles to start a ruckus. A plot as predictable as the sunrise maybe; but at least there's some attempt to vary the run 'n' shoot FPS gameplay through the inclusion of a stealth mode - intended to let you creep up on enemies and disarm them - thus potentially giving you two ways to play.

VESTED INTEREST

The trouble is, it doesn't actually work very well, in fact. the only times stealth seems to have any effect is when plot advancement requires that you do so. For example, when you need to rescue hostages, you can generally sneak up behind the terrorists and pick them off one by one, but in open play they're more eagle-eyed than pointy-eared elf Legolas. There seems to be no logical field of vision mapped out for them, meaning you're almost always spotted, and It's a wasted opportunity for

Bits Studios to inject some clever Splinter Cell-style sneakiness into proceedings.

Of course, that'd be excusable if the gunplay was exciting, but it's not. Everything's very linear, with an obvious feeling of being shepherded from one area to the next. Advancement is purely a case of killing everyone, or grabbing keys to open doors. The visuals are basic at best, despite the use of some (now clichéd) slomo bullet time effects. And not even McClane's witty dialogue really does much to gloss over the game's shortcomings. Vendetta's not an awful title, just an average one. Which is almost as bad. Die Hard Trilogy on PSone is more fun, and that's nearly five years old. Now surely that can't be right?

Besides, what we'd really like to know is, how do the Grubers keep getting through customs anyway? "Business or pleasure, sir? Oh, you're an evil archcriminal here to take revenge on New York's finest? Step this way, sir. Have a nice day..." As for McClane, while his life's been plagued by extreme violence, being the star of this will probably be enough to send him packing to the nearest nursing home. And he thought he was unlucky before...

Adrian Lawton

DESICIAL USBOILT

UFF	-11	- VERROLL
Graphics	05	Outdated and nowhere near PS2 at its best
Sound	Ø6	Die Hard dialogue and average effects
Gameplay	05	Tries and fails to do things differently
Life span	Ø6	Even with the new multiplayer, you'll quickly move on

A blockbuster (if ageing) licence and potentially good stealth element let down by a lack of imagination.



DIE ANOTHER PLAY

All new for the PS2 version of Vendetta is the multiplayer mode. Split-screen, the visuals are even worse than normal, but at least there's a varied (if uninspired) selection of modes and levels to



Deathmatch. The usual every man for himself madness. Shame it looks



















■ HE'S ONLY HUMAN Other drivers make mistakes during races – sometimes pretty big ones. Here Montoya has driven slightly too high









OH. THANKS LOT

Studio Liverpool hasn't been creating teamthemed waffle. So what's it been doing?



capturing. You'll watch once then skip them – they add





FORMULA ONE 2003

The most telling part of that title isn't 2003, it's Formula

What to say? Like the ending of an affair, there comes a point when words dissolve - it's all been said, it's all played out, over and over. When words can change nothing, the

meaning drains away, it was good once and now it's not, even though It hasn't changed, of course. The feeling has and that's enough. Like a joke that once made you laugh, a haircut that once seemed so cool, an unused ticket to a plane that crashed. What to say? Pain.

Formula One 2003 is superb in its irrelevance. It's easily the best F1 sim on PS2, offering great subtlety of handling, beautiful cars and tracks, massive tuning complexity and surprising ease of use. There's also almost no reason to buy lt. The 2002 Iteration is, ooooh, 99.7% as pleasurable, as none of the changes here affect the fundamental experience. Studio Liverpool's racer was fresh first and last in 2001 - this year's version is superb but going nowhere. We're visiting a known place. The feeling was good, and now it's not.

THE DYING OF THE LIGHT

F1 has taken a hammering recently, both real and simulated. Last year TV sagged under 17 tearfully uneventful races while a phalanx of PS2 titles slid ineptly into the bargain bin. Only a few claim the rule changes have reinvigorated the racing, ignoring the rain that really has made the difference. Qualifying with race fuel levels in the actual sport is meant to jumble up grids, as potentially faster cars are hobbled with extra weight. This in turn leads to more - any, please - overtaking. So why no pre-qualifying emphasis on fuel and pit stop strategy here? Yes, you can adjust them (and almost anything on

the car, plus race length, driver aids, brake wear) but without any serious focus on fuel, the whole point of Saturday qualifying is lost. But then, these rule changes are really just a bright plaster cast on Grand Prix racing's broken legs. The bone marrow seeps away elsewhere. And in the game there's racing and overtaking anyway, so it doesn't add anything.

All of which leaves imperceptibly updated liveries and a few switched-around names on the results screen. The tracks, most notably Monaco and Austria, have not been updated, is it worth \$100? Not really. Sure, there's an odd spectator option, new camera angles - blah - and a row of predictable multiplayer modes, but nothing that'll clinch the deal

But wait, is this you? Just bought a PS2, haven't got any other GP games (though they're in double figures), don't want to see Button in a Renault and laugh in the face of Burnout 2's excitement, GT3's grandeur and the panel-denting battles of V8 Supercars. Yes? Then buy this. It's magnificent. But everyone else... what to say? Ignore the pain and move on.

Steve Williams

DEFICIAL VERDICT

Graphics	Ø8	Detailed, rapid, occasional flickering and slowdown
Sound	04	Horrible synthesised whining lets the cars down
Gameplay	Ø6	Pick any similar car for any castrated modern track
Life span	07	A great sim but an increasingly boring game

If this were a PC mag, Formula One 2003 would be a patch. Slightly sexier but still the same underneath.





PUBLISHER: SONY DEVELOPER: STUDIO LIVERPOOL PRICE: \$99.95 PLAYERS: 1-4 IPHERALS: STEERING EEL, MULITIAP

BACK STORY

Studio Liverpool created the original in this series, Formula One 2001, as well as its follow up called, unbelievably, Formula One 2002. It also made the tuturistic racer WipEout Fusion. Before its PS2 phase, the company was known as Psygnosis and created Rolicage, Lemmin and the original WipEout games among others.









mini games that puts you in the thick of the action. Simply plug in the small motion-sensitive camera and watch as you're transformed from the whole family can play. EyeToy™. Twelve games, one camera.





RTX RED ROCK





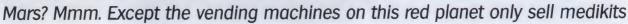














OXY MORON Keep an eye on that tiny gauge or you'll be space debris



BOT IN LOVE It's a bit frightening when tiny drone Iris tries to flirt with you

PUBLISHER: EA DEVELOPER: LUCASARTS PRICE: \$69.95 PLAYERS: 1-2 OUT: NOW WEBSITE: WWW.LUCASARTS.COM/ PRODUCTS/RTX 60H7 MODE: NO WIDESCREEN: NO SURROUND SOUND: NO

BACK STORY

LucasArts is mainly known for its Star Wars games. These titles, though enjoyable, are often patchy in quality. RTX Red Rock is the company's attempt to broaden the universe in which its games inhabit.

LucasArts, the company best known for its Star Wars movie tie-ins, stays within the sci-fi genre with the new action adventure, RTX Red Rock. The story of the

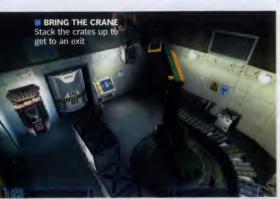
game, unfettered by the trappings of the Star Wars universe, is actually quite intriguing, if a little generic. You play former Army Ranger, Wheeler, a cynical tough guy with a quick wit and a bionic arm and eye. After being injured in battle (hence the aforementioned bionic enhancements) you now spend your days drinking, playing kinky games with your VR robot girlfriend and trying to forget your dark past. Unfortunately fate and the powers-thatbe refuse to let this happen as Mars is under attack by the LEDs (light-emitting demons) and it's up to you to go to the red planet and save the day.

Sounds pretty cool so far, right? Unfortunately the plot is about the only real point of genuine interest in RTX. The idea is sound, but the execution is poor, and sometimes downright terrible. As an example, you begin the game on a small moon base just off Mars. It's a tiny thing, full of branching corridors and stuff to collect. Essentially the first twenty minutes of gameplay is spent wandering back and forth, finding the card key to open the card key door, finding the chip to open the ladder hatch and so on. This is not how a game should begin. Silent Hill 3 is a good example of how a game should begin. Big monsters, lots of terror and plenty of action. RTX begins so drearily that many players may find themselves turned off before the 60 minute mark.

This is a pity, too, because RTX does get slightly better. Once you've cleared the moon base it's off to Mars where you can fight enemies out in the open. This is where things really start cooking, right? No, wrong again. The lock-on gun system is so flddly, needlessly complicated and downright dodgy that there is very little joy to be had in the combat. The fact your enemies are goofy Space invaders that look like evil Mardi Gras floats doesn't help matters either. So, after shooting some baddles, indulging in some platform jumping with appalling collision detection you find yourself guess where? That's right! Another base. With more corridors, key collecting and wandering around uselessly.

Perhaps five or six years ago RTX Red Rock may have seemed like a fun little action/adventure but today it just seems dull. If you're really hankering for a space adventure try Run Like Hell. Sure RLH Is far from perfect, but at least it's loads of fun and that, sad to say, is something RTX never manages to be.

Anthony O'Connor





DEFICIAL VERDICT

Graphics Crisp but totally devoid of character 7 Typical bleeps and pings. Yawn Gameplay 24 Hard to control, poor camera, fiddly combat Life span Gamers will get bored before they finish it RTX brims with potential.

Unfortunately, none of it is realized. resulting in a very mediocre title.





IRIS CHARM Look, this just isn't going to work

ME, MYSELF AND EYE

EZ's bionic eye isn't half as cool as the Terminator's, but it does colour the screen in four stylish hues. Holding 🖼 flicks into your eye's secondary function and fills the screen with useless information



BETTY BLUE

making them glow bright green rubblish to keep you on your toes. That's some sort of... crate, you say? And that's a piece of junk?



SFFING RED

whether the spindly-legged thing shooting at you is an alien or a colonist. More importantly, it shows invisible enemies. Activate



THE COLOUR PURPLE

Not as handy as you'd think. It also identifies life-forms but then,



GREEN EYES, MONSTERS

finds them, meaning that you'll be using it all the time. Use it outside and your oxygen still drains while you're trying to work out where you have to go. Ingenious.

SUMMER HEAT BEACH VOLLEYBALL







■ PEOPLE THANG There's a vast number of characters on with differing stats. We go on looks, naturally





PUBLISHER: ACCLAIM DEVELOPER: ACCLAIM CHELTENHAM PRICE: \$69.95 PLAYERS: 1-4 VEBSITE:
VWW.ACCLAIM.COM
IOHZ MODE: NO
IUDESCREEN: NO
SURROUND SOUND: YES
PERIPHERALS: MULTITAP

BACK STORY

studios does have a lot of experience under its gaming belt. Along with the PS2 version of Crazy Taxi, they've also got a few good 'uns in the pipeline, including XGRA, Allas and

SUMMER HEAT **BEACH VOLLEYBA**

Take a trip to the beach without leaving home. Speedos optional



In the wake of the reputation that Xbox's pneumatically chested Dead Or Alive Beach Volleyball left behind (and given the fact that this game comes from the publisher that

brought us BMX XXX) it's kind of hard to take the idea of Summer Heat Beach Volleyball seriously. Surely all it can be is some kind of fatuous digital boob-fest, stapled to a largely Irrelevant game, right?

Not in this case. Okay, so there's a measure of unfeasible gravity-defying flesh jiggle, but unlike its DOAbased peer, Beach Volleyball isn't built purely around some perceived need for the player to ogle at polygonal lady bumps. It's actually a decent crack at making a game out of a sport that hasn't really taken root as a videogame; at least, not to the extent of other sports.

NET GAMER

The reason it is a pleasure to play lies in the control system. As a ball sails over the net towards you, you have choices. The first is whether you're going to tackle the shot yourself or leave it for your partner. But it's not just a case of hoping they intercept the ball if you don't. While you directly control one player (moving around the court, passing and shooting, etc) you also indirectly control your partner. As you shimmy around the court, your partner reacts to your movements, taking up a position to cover the areas of the court you can't reach. In this way, you can generally keep your half of the court covered, and choose whether you want to take the shot or leave it to your partner.

When it comes to handling the ball, you have even more choices - spike it up for your partner to shoot or thwack it over the net yourself. This is where your reflexes come into play, as the earlier you choose your shot and the longer you hold down the appropriate command, the more accurate and effective your shot will be. Make a last-minute choice, just as the ball's about to clip your hands, and you'll make a pass that your partner will have to work for, or worse, you'll take a punt that will end up nowhere near where you wanted It to go.

And it looks great, too. This has as much to do with the animation as it does the graphics - the character models leap, dive and serve in a gratifyingly realistic way. But ultimately, Summer Heat Beach Volleyball is a pickup-and-drop affair; the kind of game you can play for short frantic bursts, then shelve again for something a little more demanding in the attention department. There's no shortage of game modes, stacks of costumes to unlock, and entire summer tours to embark upon, but a lifelong love affair this is not. On the other hand, if like us - you're after a short, sweet summer romance, you've come to the right place.

Al Bickham

DEFICIAL VERDICT

Graphics	Ø8	Dead smooth, assisted by fluid animation
Sound	07	Complimentary Kylle is never a bad thing
Gameplay	07	Compelling, if only in short bursts
Life span	Ø6	An on-and-off affair, but one you'll come back to

The best crack at beach volleyball we've seen, but nothing to really set your gaming soul on fire.





INDIANA JONES & THE EMPEROR'S TOMB









LEAP OF FAITH Indy tries the old 'tuck and roll





INDIANA JONES & THE EMPEROR'S TOMB

Get ready to have some fun with a whip - without getting arrested



e combat scenes looi ore than one console that's because Indy shares his proprietary 3D engine best known for its work on



all the assurances, a fourth Indiana Jones movie just Isn't going to happen. Although rumours abound about a July 2005 release date (in the US), shooting hasn't even started yet. Harrison Ford is in the longest mid-life crisis in history, Steven Spielberg doesn't want to damage his serious director rep now that he's finally got one, and George Lucas is devoting all his time to completely ruining the

Call us jaded but OPS2 reckons that, despite

Star Wars franchise. Still, if you're a fan of the series, this game should do enough to satisfy the cravings until you become another cynics like us.

In Emperor's Tomb players assume the role of whipcracking indy as he sets out to locate an ancient Chinese artefact, Of course, its circa 1935 and having come in second in the race for the Ark of the Covenant and the Holy Grall, the Nazls are back and hoping that the third time's the charm.

For the most part the contrived storyline feels like little more than a device to move the gameplay along and the ordinary-looking cut-scenes don't exactly lend credibility. Still, if you enjoyed the movies, you'll probably feel right at home here. The game has a pleasant cinematic feel, helped in large part by some excellent theme and background music, as well as voiceovers from an actor who sounds uncannily like Harrison Ford.

Apart from the Initial training level, which takes place in Ceylon, the other nine missions transport players to locales such as China, Prague, and Istanbul. While the scenery might change, the gameplay generally remains the same throughout. The usual mix of puzzle-solving, combat and 3D platforming elements are Integrated well.

In terms of difficulty, the puzzle elements don't exactly tax the grey matter but then again, they don't throw in many frustrating treks for hidden levers either.

indy has a wide range of moves at his disposal, all of which can be easily executed with the intuitive controls. The excellent physics engine also makes combat entertaining. Apart from using otherwise Innocent-looking pieces of furniture to beat up enemies with, indy can also throw them off ledges or use his whip to disarm them. While enemy Al Is a bit weak, there are some more difficult, and interesting, end-of-level bosses to do battle with.

Emperor's Tomb Is a solid 3D platformer that makes good use of a well-known licence but just doesn't do quite enough with it. A bit more diversity and extra challenge would have improved things markedly. It's the awful technical faults which really let the game down though (see Magic Trick). The bugs have reportedly been fixed for the PC version but that's cold comfort for PS2 gamers.

Derek Lee

DEFICIAL VERDI

Graphics	Ø6	A mixed bag with shocking collision detection
		Cinematic BGM and excellent voice acting
Gameplay	Ø 8	Solid in most respects but not overly challenging
Life span	Ø5	Only 10 missions, a little easy, and no multiplayer

High adventure 3D platform gaming let down by some unforgivable



MAGIC TRICK

It's a shame that the gameplay in *Emperor's* Tomb is let down by an detection system that plagues the entire game Walk up to any wall and Indy will happily poke part of his head or one of his arms through it. it's surprising that the amount the fluid animation and environments wasn't whole. Apart from being amateurish, in some nstances Indy will become stuck in a handrail or scenery. Someone pass the Jaws of Life!





SX SUPERSTAR

Mud-covered arcade racer that puts the dirt back into dirtbiking

If we're completely honest, the motocross racing genre reached a creative plateau some 17 years ago with the success of Sega's arcade classic Enduro Racer. Okay, so the

graphics have taken quantum leaps since then, but essentially It's the same. The playing experience still amounts to little more than mounting a blke and leaving your opponents eating dirt. Everything else is just gravy.

Acclaim clearly knows this to be a fundamental truth, which explains why It's been so keen to concentrate on SX Superstar's unique championship mode. Career modes in racing titles are nothing new, but few have explored the concept as extensively. Alongside the more commonplace cash rewards, SX Superstar also gives your alter ego an elementary existence away from the track.

So far so familiar, but in your grimy pad is a snap of your equally grim girlfriend Barbara. Start scoring points on the track and the better you'll score off of it. The upshot of which is that you'll be trading in your woman

for a better model as often as you will your blke.

SX Superstar is an easy game to get to grips with but by the same token it's also not a difficult one to master. Despite the inclusion of bespoke baja (or offroad), stunt challenges and bikes to vary the pace, experienced petrolheads should be able to dispense with the championship mode in hours rather than days.

Dan Silver

OFFICIAL VERDICT					
Graphics	07	Superb scenery that shifts at some speed			
Sound	Ø6	Functional FX accompanied by so-so nu-metal tunes			
Gameplay	07	High-octane racing thrills from the get go			
Life span	04	Measured in days rather than weeks			
An above	ave	rage arcade racer			

challenge and comball career mode.

AP1/3 00:08.5 00000 THRILL RIDE



PUBLISHER: THQ

TRAVELLER'S TALES

MODE: NO

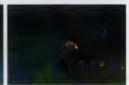
WIDESCREEN: NO SURROUND SOUND: YES

WWW.THQ.COM/FINDINGN EMO









WATER SPORTS
Go, Nemo. Get those bubbles!

FINDING NEMO

Will THO's new kids' title sink or swim?



Finding Nemo is the new animated feature from Pixar, the critically acclaimed team behind the two Toy Story movies, A Bug's Life and Monsters Inc. Naturally the videogame

translation has been designed to appeal to younger gamers; with simple gameplay mechanics and colourful visuals being the order of the day.

With the exception of Sega's Ecco the Dolphin series, few developers have visited the depths of underwater videogaming. Consequently, the developer of Finding Nemo has taken a lot of cues from the popular porpolse, replicating the basic dash moves and swimming for air bubbles-based gameplay.

Of course, Nemo is a fish, so he doesn't need air to breathe. Instead air bubbles are used as a means to trap enemies such as crabs and clams, so that they can be charged Into and destroyed. The game consists of 2-D environments presented in a 3-D perspective. While the aquatic environments look guite spacious, they are

actually quite confined and linear. Which is not a bad thing when it's a game targeted at young children. However, Finding Nemo Isn't always easy, with

some levels requiring well-honed reflexes that may frustrate the little 'uns. Fortunately Nemo has infinite lives, so you can quickly learn the levels by repetition.

Finding Nemo has a heap of old fashloned puzzles to break up the basic collect 'em up nature of the gameplay. The puzzles are a welcome addition as they are challenging, yet simple enough to be enjoyable for kids.

Featuring plenty of cut-scenes from the film, strong voice acting and reasonably attractive underwater environments, Finding Nemo Is more than adequate as a game for your younger sibling.

Tristan Ogilvie

DEFICIAL VERDICT Looks good but it won't get you wet Fish'd love it if they could hear Simple but enjoyable enough Ø6 Life span Longer than most of our attention spans A decent title for younger gamers,

but by no means does it brave new waters.

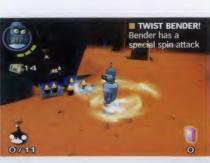


FUTURAMA



SMASH 'N' CARRY Futurama is packed with secret and not-so-secret areas













LOCH MESS Once in the sewer, floaters take on a whole new meaning...

BACK STORY Futurama is a cartoor series created by Matt Groening, the genius behind the longest running cartoon series ever, The Simpsons. Sadly, Futurama never enjoyed the mainstream success of its older brother, lasting only 5 seasons or 72 episodes in total before it was officially canned in 2002

PUBLISHER: ATARI DEVELOPER: UDS PRICE: \$99.95 PLAYERS: 1 OUT: NOW WEBSITE: WWW.FUTURAMATHEGAME. CO.UK 60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO



400

0

FUTURAMA

OPS2 is welcomed to the so-called world of tomorrow...



Despite the universal popularity of the television series, videogames based on The SImpsons - without exception - are always as enjoyable as a visit to Patty and Selma's.

By association, the Futurama game was met with an ominous sense of trepidation when it crash landed into the OPS2 office.

At first glance our fears seemed to be as misinformed as a diagnosis from Dr. Zoldberg. Futurama features a vibrant cel-shaded aesthetic, film quality voice acting and fairly solid platform-based gameplay. The plot, while not particularly inspired, is as outlandish as anything you'd expect from the show, and the self-referential gags and in-jokes come thick and fast throughout the entire game.

The game starts off with the evil matriarchal organisation, Momcorp, having just bought the Planet Express business, increasing its ownership of Planet Earth to over 50% - thus making its owner, Mom, the ruler of the planet. Through the game's 20-something levels it's up to you to take control of Fry, Bender and Lella (and briefly Zoidberg) for the running, jumping and collecting of stuff in several Interplanetary locales.

THE RIGHT STUFF

metal ass.

The game successfully blends several genres into the mix, from on-rail shoot 'em ups to the Crash Bandicootstyle 'outrun a giant boulder' levels. The three main characters offer contrasting styles of gameplay; Fry is gun-based, Lella relies on hand-to-hand combat and Bender is more of a classic platform game cocktail of spin attacks and double jumps.

in spite of the developer's efforts you don't need Professor Farnsworth's Smell-O-Scope to spot the fetid flaws within the game. The levels are far too long,

DFFICIAL VERDICT Graphics Like watching the show Great voice acting and excellent effects Gameplay 25 Seldom exciting, mostly average With a bit more of polish this could have been shinier than Bender's

seemingly fleshed out for the sake of it. So much so that at times the game can be quite dull and repetitive, with many bland and nondescript locations appearing. Yes, it is cool to run around the Planet Express headquarters, full of interactive switches and uniquely hilarious set pieces. But no, it is not fun to walk into the fifth Identical room in a row in the sewers of New York. It's enough to drive a man to hit the Slurm, hard.

And nothing says 'frustrating gameplay' as annoyingly as a good old instant death. At regular intervals throughout the game you will be grabbed by some unforseen tentacle, pulled off screen and be back at the restart point before you can blink. Leaving your remaining life tally one the poorer for it.

And the less said about Fry's targeting system the better. You can't physically cycle through multiple targets, so you just have to repeatedly press the target button and hope it aims at the right enemy when there are several onscreen.

Blemishes aside, Futurama is a must have for any die-hard fan of the series, if only for the quality of the gags. The sporadically enjoyable gameplay will leave everyone else hungrier than a Nibblonian on a diet.

Tristan Ogilvie



Each loading screen in the game has a new advertisement from the Futurama universe, from basic ads for Slurm to more obscure 'Tri-curious?' alien sex ads. Progressing through the game unlocks these ads, along with the FMV cut-scenes and music tracks so that you can revisit them at your leisure.

















IT'S A CROCK-OUT Get back on your feet by whacking ⊗

PUBLISHER: VIVENDI DEVELOPER: DIGITAL FICTION PRICE: \$99.95 PLAYERS: 1-2 OUT: NOW WEBSITE: WWW.BLACK ANDBRUISED.COM

BACK STORY

This isn't Digital Fiction's first boxing game – it previously produced a similar title called Boxing Fever for a certain popular hand-held device. That game was a TKO for pugilism fans – will Digital Fiction be able to hold its own now it's fighting with the big boys on PS27

BLACK & BRUISE

Bosomy Playmates challenge the local psychiatric ward

In an effort to create the same sort of cheap thrills as the classic boxing game Punch Out, developer Digital Fiction has released Black & Bruised, a cel shaded arcade boxing bust-em-

up for PS2. Graphically they've succeeded in making an eye catcher, but gameplay wise it falls to deliver anything approaching a killer blow.

While you can get away with creating a 'brain free zone' of a game when aiming for an arcade-style blast, Black & Bruised's boxing mechanics are so skullnumbingly dull that it's overall sophistication falls below even that forgiving scale. B&B offers plenty of attacking combos, punches and power-ups to deal out carnage with, but the big problem is that the game lacks any satisfying method for defence. Sure you can block both high and low, but B&B's over-stylised gameplay makes it impossible to estimate where the next strike is headed. So, out with the defence, then? Pretty much. The best method for defending is to come out swinging like a Rugby forward who's just been groped and try and knock the other twit out first. Bouts often go feral, turning into a random hall of swinging fists. The entertainment lifetime of this can be measured in minutes.

IT'S GOT THE LOOK

smooth cel shading over 3D character models with stunning backgrounds to great effect, making the graphics the title's standout feature. The character designs are laughably extreme though. Either Digital Fiction has indulged in a steady diet of pomo films or Russ Meyer has ditched filmmaking and is now working as a videogame character designer. The cast of eighteen boxers includes a pharaoh, a Mexican

gimp, an irish brawler, a

fat mustached

At least it looks good. Black & Bruised combines

European and a slew of young, top-heavy female boxers. All they're missing is a pool cleaner. The innuendo peters through into the sound department when bondage girl Holly Vixen cites phrases like "I'm gonna blow your gasket" or "kiss my pistons". Indeed.

The game features the stock-standard modes but they're starting to feel a little too familiar. There's the simple bout for one or two players, Survival, Tournament, Training and Boxer's Life modes to round off the familiar main options. Unfortunately Black and Bruised's take on these modes seems to be a strictly no-frills affair. Boxer's Life should be the beef of the game, but instead it just strings six preset matches together with a short FMV in order to add some useless narrative motivation to the ensuing fight.

The power-up system (where a power-up appears on screen and the first fighter to land enough blows nabs It) is unique but only serves to encourage random button bashing as you desperately try to win that health powerup or instant knockout. Meanwhile the camera whirls around in an effort to keep things looking interesting and show off the artists' hard work - usually at the expense of your ability to actually land blows.

There are no big choices or customization to be found here at all, apart from being able to select an alternate outfit for your boxer. This scarcity of options, depth and substance sums up the game's shortcomings quite well, really.

James Ellis

DEFICIAL VERDICT

			Z
Graphics	07	Nice cel-shading but that's nothing new these days	
Sound	Ø6	Abundant voice acting rulned by a fetid script	Ī
Gameplay	Ø3	Repetitive and pointless	
Life span	Ø5	A decent portion of an average videogame	
	_		

Not funny enough, not clever enough. not anything enough. Expect to see this 'pre-owned' in a shop near you.



SHITE CLUB There are 19 characters in B&B, 'story'. All of them



EGYPTIANS!





FAT CRIMINALS! nough already, this bloke a convicted felon to boot



HULKING MAN BEASTS! ach character has their wn reason for fighting – all



LADY MECHANICS!

'eviews

Recommended viewing for your PlayStation 2 cinema system.

Ministry Of Sound The Annual 2003

Director: Myles Cooper and Margee Brown - Phat Planet Films Starring: Fergle, Paul Van Dyk, DJ Danny Howells, and FREO Nasty Distributor: Warner Vision Out: Now Price: \$34.95



FILM: The Idea of watching others clubbing while sitting on your couch at home is a little depressing but this DVD is actually very up-lifting. Experience Ministry of Sound tunes over a 72 minute audio visual global trip, or VJ Graphical mix. It's the ideal soundtrack for a party, or to get you in the mood before going out clubbing. Just like the CDs... but with moving pictures! 7/10

EXTRAS: Take a trip around the globe behind the scenes to see sweaty, happy, beautiful, high people dance and talk it up - from Ibiza to Florida. 6/10 **VERDICT** A feel good DVD, adding nice visuals to the beats of Ministry of Sound.

RM

Morcheeba - From **Brixton to Beijing**



FILM UK's 'trip-hop combo' showcase their talents with a live performance at the infamous Brixton Academy in November of 2002. In a world full of manufactured pop, It's comforting to know there are still bands out there that write music primarily for their own enjoyment. Highlights include the guest appearance of Kurt Wagner (from Lambchop) and a jam style band intro followed by crowd favourite and cross-over hit Rome Wasn't Built in a Day. Groovyl 8/10 **EXTRAS** 24 minutes of behind-the-scenes footage from the bands tour to Beljing earlier this year. See the band flee in hysterics from over enthusiastic merchants selling cheap

VERDICT If you like Morcheeba, you'll love this DVD. □ RM

HIP HOP VIP's

Starring: Dr Dre, Aaliyah, JA Rule, Snoop Dogg, and many more Distributor: Warner Vision Out: Now Price: \$34.95



FILM: Bling, bling, money ain't no thang! WARNINGI If you cannot speak Jive, you will struggle with this DVD. See rappers including Dr. Dre, NAS, Snoop Dogg, Xzibit, and JA Rule behind the scenes, and in their own environment (read, off their chops). Discover their favourite drinks, how they like touring and how much they think 'the game' has changed over recent years. It's definitely Interesting stuff but casual hip-hop fans

need not apply. 6/10

EXTRAS: The bare minimum - two trailers. With so many great rappers appearing on this DVD, the lack of features is really disappointing. Snoop would be turning in his crib. Or

something. 3/10
VERDICT: A DVD that's best suited to the hardcore fans, with little replay value.

RM

The Kumars At No.42

Director: Lissa Evans Starring: Snajeev Bhaskar, Vincent Ebrahim, Indira Joshi, Meera Syal Distributor: Warner Vision Out: Now Price: \$34.95



FILM: Bizarre domestic humour, in the tradition of cutting-edge British comedy. Real life celebrities think they're appearing on a proper chat show, and learn too late that they're to be grilled by a fictitious family of Indian immigrants. A bit like Greeks On The Roof, but with higher production values and All G style surprise lournalism. The novelty had a short shelf life, but it was fun while it lasted. 6/10

EXTRAS: Around 20 minutes of material that was culled from the show, including close-up shots of esteemed guests being shocked and confused by the Kumar's probing, Richard E Grant even reveals the identities of some famous Hollywood coke addicts, though their names are bleeped out. 7/10

VERDICT: An excellent DVD edition with plenty of extras, but the source material is just a little too disposable.

DJ

Father Ted - Season 1 Director: Andy DeEmmony, Graham Linehan, Declan Lowney Starring: Dermot Morgan Distributor: Warner Vision Out: Now Price: \$34.95



watches, Classici 6/10

FILM: One of the more entertaining and original comedy shows to come out of the 1990s. Father Ted's surreal misadventures are hardly a tourist ad for ireland, but by following the dumb-anddumber formula they deliver a solid bevy of farcical laughs. Full of memorable characters, like the deranged alcoholic Father Jack. 8/10

EXTRAS: A series as self-explanatory and low budget as Father Ted doesn't need much in the way of extras, but they could have done a bit better. The commentary track is a solo job, starring Graham Linehan, one of the two series writers. It's okay, but additional input could have revealed more insights. 7/10

VERDICT: Not quite up there with *Black Adder*, but still a solid investment for any fan of British comedy.

DJ

Superstar DJ

Win this awesome dance pack!

Fans of the new Ministry of Sounds Mix Of Nations programmes on Fox 8 will be in seventh heaven with this great dance pack, complete with seven of the hottest DVDs. The leader of the pack is Ministry of Sound's Annual 2003, the best-selling dance DVD in the world, from the same team behind Mix of Nations. Also in the dance pack are six other jampacked DVDs, including Fatboy Slim; Big Beach Boutique II, Orbital: The Altogether 5.1, Nick Warren: Saeed and Palash, Visions Of Ibiza Volume 1, The UK Garage Project and Universal Stories of Dance. For more information on any of these release just pop along to the Warner Vision website at:

www.warnervision.com.au

To be in the running for a pack, just answer this simple question: "What's your favourite Ministry of Sound track?". Follow the competition entry details (to your right) and mark your entries "Dance Fever" We've got two packs to giveaway so start writing now!



HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close September 20, 2003.

Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.

nsomnia

tor Christopher Nolan Starring Al Pacino, Robin Williams, Hilary Swank, Martin Donovan butor Buena Vista **Out** Now **Price S**:34.95 Extras Commentaries, 'Makina Of...' documentaries



FILM: Top cop Will Dormer can't get any conscience nagging him about killing his partner or the constant

phone calls from the murderer he's supposed to be hunting down? To make matters worse he's in Alaska and the sun refuses to set. Cue some serious head-messing from Christopher Nolan, the director of the amnesio-thriller Memento.

Pacino's in truly great form as the sleepy copper. He's confused, can't trust what he sees and thanks to some mesmerising camera work, neither can we. Perceptions are right out of the window and to cap it all

the murderer announces himself to Dormer as calm as you like. Robin Williams is maddeningly reasonable as the murderous crime novelist Finch who, stuck for material in the wilderness, gets a little inventive.

Nolan and executive producer Steven Soderburgh merrily mash our brains but the plot never amounts to more than a standard serial killer search. Sadly, it isn't long before they surrender to the urge to turn Finch into a proper nutcase, ruining Williams' hard work in so calmly scaring the crap out of us. 8/10 EXTRAS: A wealth of extras. 7/10 **VERDICT:** Visually stunning, quietly petrifying. Don't have nightmares now. MW



EXTRA! EXTRA!

For those of you who've never had trouble sleeping, meet some of the poor souls for whom warm milk and counting sheep just won't cut it. The Eyes Wide Open documentary looks at their aliment and asks sleeping disorder experts about the character of Will Dormer and the implications of insomnia. It's interesting, honest.



oor Old Phillip Poor Old Phillip
Phill hasn't truly had a good
night's sleep in the last 30
years. That's 30 years! He
appears to be pretty sane
though, although he has
run his car off the road a
couple of times by
imagining things that
weren't there. What a joker. **Dead Tired** Getting a doctor's opinion on Will Dormer seems a bit like the filmmakers showing off. It does help to explain a couple of scenes and some of the effects/hallucinations that we see though. He's not going mental you see, he's just really tired.



Catch Me If You Can

Steven Spielberg/Starring Leonardo DiCaprio, Tom Hanks, Christophe Martin Sheen/Distributor Dreamworks/Out Now/Price \$34.95



FILM: Given that early trailers had teen fraudster Frank W Abagnale Jr (DICaprio) eluding straightlaced FBI agent Carl Hanratty (Hanks) in a whirl of air stewardesses and '60s chic, you'd be forgiven for thinking this is Down With Love meets Dirty Rotten Scoundrels. Wrong. While the story's

Immediate concern is Leo cavorting around the US cashing fake cheques, there's a tale of broken families, some genuine heartbreak and, in Dicaprio and Hanks, adversaries who speak every Christmas because they've no one else. If you like fun with a side order of darkness, you could do a lot worse. **7/10** EXTRAS: Casting calls, featurettes, but the real look at Abagnale Jr and the film makers' libertles is the best stuff. **7/10 VERDICT:** Is this where we say 'catch it if you can'? Yes. □ MG



Solaris

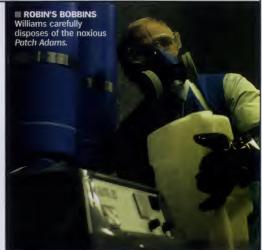
Director Stephen Soderbergh/Starring George Clooney, Natascha McElhone, Jeremy Davies, Viola Davis/Distributor Fox TriStar/Out September/Price \$34.95



FILM: As far as sure-fire Hollywood moneymakers are concerned, poe-faced remakes of obscure, navel gazing, Russian, sci-fi films have to rank pretty low. Even If they do star George Clooney's arse and the bewitching Natascha McElhone. It's testament then to the quality and versatility of director Steven Soderbergh's output

to date, matched by his wisdom in attracting uber commercial James Cameron as producer, that this haunting film feels both arthouse and multiplex-friendly at once. 7/10

EXTRAS: As well as commentary tracks, you'll also find a lot of behind-the-scenes docos and the full shooting script. 7/10 VERDICT: Beautifully shot and masterfully edited, this is quality sci-fi for the soul.
PSF



One Hour Photo

olrector Mark Romanek/Starring Robin Williams, Connie Nielsen, Michael Kartan, Eriq La Salle/Distributor Fox/Out Now/Price \$34.95



FILM: Photo lab technician Sy Parrish (Robin Williams) goes from lonely to loony when he develops a twisted obsession for a picture-perfect family whose snaps pass through his One Hour Photo emporlum. This promising set-up never amounts to anything more than predictable stalker-thriller fare, but it rises above the

mediocre thanks solely to Williams - his creepy, low-key acting ensures that *Patch Adams* can finally be forgiven. **6/10 EXTRAS:** Commentary by the Director and Robin Williams (in serious mode), interviews with the two of them from a US talk show, plus an In-depth Anatomy Of A Scene. 6/10 VERDICT: Robin Williams swaps sentimental for mental in a generic thriller that never quite cranks up the tension.

This month we talk about being too good at Pro Evo 2, online gaming clans and games for girls.

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FIGHT CLUBS

Some of my friends and I were discussing the amazing possibilities of Internet gaming on PS2 when the question was raised about online 'clans' for

action games like SOCOM and teams for sports games like FIFA is there any news of games development companies setting up websites where you can create a clan? There are loads of sites like this on the Net for PC gamers, so will it be a reality

Also, have you thought of setting up an OPS2 clan so the guys and gals of the mag can play against your readers?

I think it would be great to kick Richie's ass on SOCOM only to then get taken down by Naz, who was covering him from the top of a nearby building...

Paul, via email

Setting up clans and teams and the like is what makes the idea of online gaming so exciting. That's why most online PS2 games will feature at least a semblance of this. You can set up a clan in SOCOM already and we believe that EA's plans for FIFA, which include instant tournaments and results, will include team playing. And the OPS2 team will certainly be around to offer up some online humiliation soon. Keep reading the mag for dates. We just need a bit more practice...

SMART ARSE

Don't you hate it when you get really good at a game and then your friends moan that you're too good? I have this problem with *Pro Evolution Soccer 2*.

We get a tourney going and agree to ten minutes a game. But they hate playing me, so when I turn my back they change the time to 20 minutes so they get longer to play each other and I get left out. So I need you to tell me if I should let them win now and again or just let them keep moaning.

Perhaps, Croninho, you should remove your head from your arse for a while and actually ask them.

Alternatively, do what we do and play co-operatively instead of one-on-one. It's the best way to play Pro Evo 2.

MCMOAN

Hey, Shane here. I am 16 and a reader of this fab magazine. I have two simple questions. First off, I've got a bone to pick with you guys. It's a proven fact that teenagers from about 12-20 have a faster reaction time than middle-aged men and that the

games industry practically revolves

around youngsters because the majority of parents go out and buy games for them. To my amazement, I have discovered that your mag hasn't got any young people testing games – and other mags I read are the same way. Why is this?

Also, I have a Job In a fast food Joint and get paid, but, unsurprisingly, I can't get a credit card. I am praying that PS2 online doesn't need one. Does it?

Shane Keenan, via emall

Kids may have faster reflexes but when it comes to reviewing games experience is king, so respect your elders, Sonny. As for the credit card, SOCOM doesn't require any extra payments, but other games probably will. We'll let you know what the score is on this when the games are released.

GIRLS ALOUD

I am not particularly a 'girlle' girl and don't expect Sony to make games about dolls and fairles, but I wondered if Sony would consider making a game about pets or one based on books by popular authors like Jacqueline Wilson? My friends have said the same thing so there are other girls who feel the same as mel

Olivia Swallow, via emall

Sorry, Olivia, but sweet baby Jesus we hope not.

A BACKWARD GLANCE

I'm writing in response to Fraser Guthrie's letter in OPS2#16 regarding his anger at PS2's PSone compatibility. Firstly, am I missing something? Is someone forcing Fraser to play PSone games? Anyway, what really concerns me is your response, inferring that the only thing PSone games have to offer now is nostalgla and comparing the people who play them to 'sad sacks' who sook about Spectrum games. Are you kildding?

A couple of questions: 1) As there are still excellent games being released on PSone, how can it suddenly be a nostalgla machine? 2) Since the Xbox is technically superior to the PS2, how do you think it would have affected PS2 sales if it hadn't been backwards-compatible with the most popular games console of all time (this being, frankly, its only saving grace)?

I hope that in time PS2 will provide just as much variety as PSone. Stupid numbers of polygons do not make a good game and if Sony is still happy to support PSone games, why can't you?

S Johnson, via emall

Well, S, we're not sure what games you had in mind (Baldies, Bratz?) but we will say that with the PSP heading this way, 32-bit gaming might just have a bit of a renaissance.

XBOX LOVER

I am writing to complain about Issue 15 of your mag. My brother bought the mag and I heard him reading it to himself and he read out: "Publicly smashing up a real Xbox."

I was obviously fuming then, but when I read about Simon and Michael Read, I was even more furious! I have an Xbox.

i always play on it and no one can stop me from its power.

I thought PS2 was a good console. You spolled that for me but I guess I don't care. I even had an argument with my brother about it. You are unbellevable. You and your PS2 worshippers can go kiss my ass. Your mag bites and, In my opinion, you make PS2 sound even worse than It already is. If it were up to me, I'd take every PS2 and smash them up in PUBLIC. Other than that, I'll leave you to it.

Don't bother telling me to change my attitude either, I think it's you who need to do that. Not many people like N64, so why don't you say how crap that is? I feel like ripping up all my brother's copies of your magazines.

When you said all the nasty things about Xbox in that mag, you didn't think about Xbox fans' feelings, did you? So I ask you, will you NOT mention it again in future? Well, thanks for your time, not like you really care about a true Xbox fan.

Toni, via email

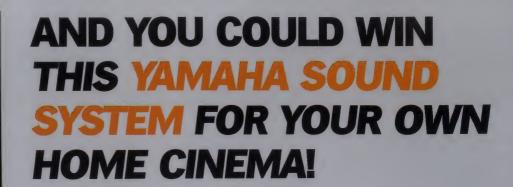
Toni, Toni, Toni... surely you protest too much. You have set yourself apart from the PlayStation 2 nation and are now suffering in isolation. Do yourself a favour and pick up that hammer and start smashing. It'll make you feel so much better.
Come on Toni, loin us...



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I KNOW KUNG FU

The finer points of cracking heads and breaking bones



As far as hand-to-hand combat goes, combos are basically performed by pressing either punch or kick roughly three or four times in quick succession. Holding towards or away (from the opponent) during the combo changes the moves - the exception being toward and kick which always performs a flying kick, useful for knocking people off platforms or smashing through windows. As an example, holding away and pressing (a) four times performs the following punch combo: swinging right fist, right backfist, swinging left fist, left straight/double punch. It's a powerful sequence, but it can also be customised, to some extent. If you tap (a) four times - leaving the analogue stick neutral for the first two, then holding away for the last two - you would seamlessly merge the start of the neutral punch combo (right lab, left straight) with the end of the away punch combo (left swinging fist, left straight/double punch). It sounds complicated, but it just means that all the combos can freely be combined with all the other combos, punches and kicks included - kick, punch, away and punch, whatever you like. When you try punching and kicking during Focus, it all changes. You can only perform two or three hit combos with the analogue stick in neutral, but pushing towards or away still activates more complex - and, obviously, more powerful - sequences. The combos you perform also depend on whether or not you're actively hitting anyone, just to make it even more unpredictable. Experimentation is the key. Some combos end in knocking them away, some smash them straight down, so find your own style. To be honest, just mashing the attack buttons usually works.

ENTER THE MATRIX

- PLAYERS 1-2 MEMORY CARD SPACE
- MEMORY CARD SPACE

 185KB
 DIFFICULTY MODERATE
 COMPLETION TIME
 15 HOURS
 REVIEWED OPS2#16

VERDICT

"ETM comes highly recommended. It's one of the finest movie tie-ins out there - i only the gameplay was a little deeper..."

Graphics 09 0 Gameplay 27

IN HARDCORE THIS MONTH

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TOP TIPS

MELEE COMBAT

Hand-to-hand fighting basically only involves punching with (a), kicking with (b), and throwing by pressing both together. You can

also block/defend/counter with . The move itself will vary tremendously depending on context; the position of the enemy, the sequence in which you tap punch and kick to create your own combo. When you knock them down, they might still be alive - a simple kick will send them skidding along the floor.

GUNPLAY

Select a weapon from the menu box at the top-right of your screen by pressing ← and →. Unholster it using • (and also fires your weapon). You will automatically target enemies, and can carry on firing while running, or diving in any direction. Any empty guns are discarded, but reloading is automatic. Armaments include basic pistols, shotguns, machine guns, sniper rifles and a grenade launcher. Which is nice.

FOCUS

This is a limited resource which steadily drains as you hold down on, but which allows you to essentially operate in bullet time. Some of your combat moves will have different animations and do more damage, and time slows down allowing you to dodge bullets with ease. It will recharge quite quickly, but we'd still advise that you don't let it run out in the middle of a firefight.



ONE ON ONE

Boss not lying down and staying down? Maximise your pain delivery system here...

At specific points in the game you will face opponents who won't fall down as easily as the endless floods of security guards and SWAT team flunkles. Agents, Vlad, Cujo, Kain and Abel, and Seraph ali count as boss-type encounters. You must change strategy for these folk.



All-out offense works 99% of the time - this is the other 1%. Named characters just love to block your moves and counter or throw you. They're fast and strong, and in some cases you can't even use the cheeky run-around-in-circles-while-your-healthregenerates trick. You have to be careful with your Focus, too. You are unlikely to win without it, but frittering it away is tantamount to suicide. Get into the habit of using it to initiate a throw or counter move, letting go of the second it connects so the rest of the animation takes place in normal time. Spend the first part of the fight getting into position and using careful bursts of Focus to time your blocks. Once you've landed a few satisfyingly good hits and worn them down a little, you can start piling in with combos and throws of your own. Wall kicks seem to work exceptionally well, too. If you get into a rhythm, string together strong moves, and never miss an opportunity to kick them when they're down, you will prevail.

VEHICLES

One of the most significant ways in which the gameplay differs when you play with the different characters is when you enter your car. Niobe is the driver and it's her responsibility to find the checkpoints and avoid obstacles. Ghost rides shotgun and utilises a first-person view to destroy pursuing policecars and other threats. Finally, the last section of the game has you inside the Logos itself, in the real world.

TRICKS OF THE TRADE

BLOCKING/COUNTERING

When fighting in melee combat, pressing @ will either block a punch/kick, block and counter it with a knock-down strike of your

own, or reverse a throw (for tougher opponents). The majority of your time should be spent concentrating on offence rather than defence, especially in close quarters, so you only really need to use (a) when in a boss battle.



CITY DRIVING

Your first time behind the wheel is no easy feat. This'll get you on your way...

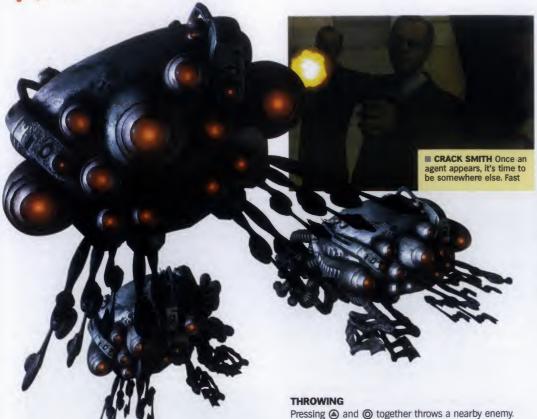


GET TO THE HARD LINE

The first driving section gives you your first chance to get used to the way the cars handle. All you really have to do is follow the arrow, which is very straightforward, occasionally pressing on, which makes Ghost pop out of the passenger window and start blazing away at the nearest cop car.

The toughest bit comes just after you get a message saying 'SURVIVE FOR TWO MINUTES'. You should be able to see two sets of lights. You need to get through the second set, but they are all red, and will only open after they have all, one by one, turned green. Luckily there is a circular section of road just to the right of this where you can keep moving and - hopefully - keep alive. Ghost works the same way as your focus bar, and has to recharge when depleted. After two minutes, the barrier will raise and you can drive through to the next subchapter.

HARDEORE



→ DISARMING

Toe-to-toe with someone toting a gun? You're in trouble, right? Not so. Simply press action (ⓐ) and you'll whip the gun out of their hands and knock them down in a variety of cool animations. This doesn't add the gun to your inventory automatically, you have to walk over it.

CITY ROOFTOPS

Somebody get that phone! It's ringing and you've got to find it. Here's how...



GETTING TO THE PHONE

it starts off simply enough (assuming you realise you need to super jump over the gaps). Climb a couple of ladders and open the door leading to the phone. Sadly, there's an Agent standing behind it. From this point on, you RUN. There's no way of killing him, and he just keeps shooting you. The route doesn't really split at any point, although you will crash through a couple of roofs, and some police try to hold you up. If you run past them you'll save time, but not killing them means that the Agent can transport into their bodies and keep up with you quicker. Be prepared for lots of super jumps over gaps - falling down just one of these will kill you and you'll have to start again. Inside one building, just after two cops and around the corner from a large stone stalrcase, there's a health kit, which you may need.

CHALLENGES

So, you know kung fu. Big deal. Your next life-changing tasks are as follows...



MATELIE

Finish the game with Niobe, in five hours or under.

PRC

Not one for the faint-hearted. Finish the game without firing a single shot. Disarming, throws, counters, are all still allowed

EXPERT

Think you're tough? We'll see how tough you are when we take away your strongest ability – Focus. Play through in real time only.

COVER

When there are just too damn many police to handle all at once, it's often wise to push against a pillar or wall, thereby flattening yourself against it and taking cover. By pushing to the left and right you will peer around the corners, and if you do this with your gun/s in hand you will be able to open fire as they advance. Alternatively, if you push to the left or right and jump (\bigotimes) , you will dive to the side, and can fire simultaneously. This is best done while you are Focussed, so you can get as many rounds off as possible.

CARTWHEEL

Similar to performing a dive from behind cover, if you hold down to get yourself Focussed, sidestep either using the to or to button, then press to, you will spectacularly cartwheel through the air, making you extremely hard to hit.

WALL KICKS

You can only do these while you're Focussed, and you need to be fighting an enemy standing near a wall, or even a crate or similar object. Tap towards the wall and press kick. You'll jump against it, turn, and deliver a massive roundhouse to their face, and it seems to kill almost anyone.

They can be in front of you, behind you or to the side -

the throw is context-sensitive and will vary. Holding away

as you throw also changes this, as does using Focus. In

later levels, where there are quite a few precariously high

platforms, these can be used to quickly dispose of foes -

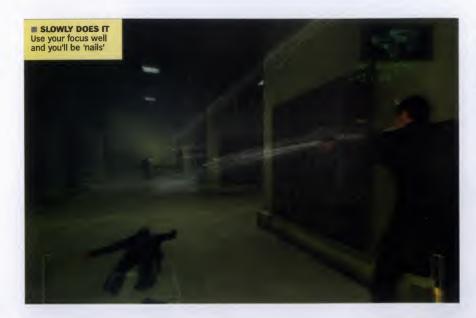
however, their gun will go with them. Some of the coolest

moves in the game are done when you throw someone

with a gun equipped. It's an instant kill move, too.







THE AIRPORT

NORTH POINT 2

This can be insanely hard the first few times you try it, so here's the secret. The helicopter will make a first pass to fire at you, so take cover. On his second pass you can fire back with impunity. Lastly, he will drop in a SWAT squad through the roof. Save your focus for these fellows since your health won't regenerate in here, and they can reduce it at an alarming rate with those accursed MP5s. Diving forward or back makes you a smaller target, and cartwheeling would work too, if it wasn't so stupidly hard to execute. You could try grenading them too, if you're confident about your timing. Repeat until one of you is dead – hopefully it will be him.

More SWAT will appear around the corner but your health will have regenerated by now. Move forward using all that free MP5 ammo on them, clear out that glass-enclosed storage room, and head up the stairs.

CONTROL TOWER 2

Watch the plane as it starts to taxl then, when you regain control, zoom in to your left to find it. You have to aim ahead of the tyre, so keep steady, use your focus, and remember you can always try again if you screw up. The agent helicopter is, fortunately, much less of a nightmare than the SWAT one from before – here's what you do. Get behind the closest pillar and peer around to the front of the room, with the heavy machine gun

THE POST OFFICE

You'll be in the lobby, so head back to the elevator (now all powered up) and up to the second floor, killing innocent people merrily as you go. The package is in the corner, just past a health pick-up and getting to it triggers a cut-scene. Use your focus to clear the room of cops and avoid the tear gas whenever possible. Be warned, your health doesn't regenerate in here. Offing all the cops opens the lift up so you can ride back down to the lobby. Try to open the front doors and whoops – the whole building gets locked down and the lobby floods with some cops who have, for a change, serious hardware. They can whittle your health down surprisingly quickly, so don't mess about, just kill them as quickly as possible. Go to the back of the lobby and head back up the flight of stairs to end the sub-chapter.

CITY ROOFTOPS

ANSWER THE PHONE

It starts off simply enough (assuming you realise you need to super jump over the gaps). Climb a couple of ladders and open the door leading to the phone. Sadly, there's an agent standing behind it. From this point on you RUN. There's no way of killing him and he just keeps shooting you. The route doesn't really split at any point, although you will crash through a couple of roofs and some police try to hold you up. If you run past them you'll save time but not killing them means that the agent can transport into their bodies and keep up with you quicker. Be prepared for lots of super jumps over gaps because falling down just one will kill you, and you'll have to start again. Inside one building, just past two cops and around the corner from a large stone staircase and you'll discover a health kit, which you may very well need.







HARDEDRE







UNDER THE CITY

TWINS IN PURSUIT

This can be obscenely hard if you try to do it properly – ie, fend the twins off with gunfire, shoot the cop cars and so on. The twin with the gun does a horrendous amount of damage and even though it's a short driving section, he can kill you in moments. However, there's an embarrassing yet useful flaw in the programming whereby if you don't look behind you, the twins can't actually hurt you... it's true. Just clear the road immediately ahead of you by blowing cars in your lane, completely ignore the twins and you'll sail through.

CHINATOWN

SERAPH'S TEA HOUSE

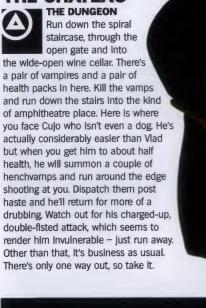
The flight against Seraph is an important one because if you lose here you don't even get to play an important chunk of the game. So make sure you're on top form. Victory will earn you a cut-scene whereas failure sends you straight to the last section, with the Logos hovercraft.

VERTIGO

Run, run, run. Agents are everywhere so keep one eye on your arrow and the other on the screen looking for the way forward. If you get too close to an agent, he's likely to do a cocky one-armed throw on you. As soon as you get up, he'll just as likely throw you again. So instead of trying to run, do a wall jump or something to distract him. You need to find a staircase going up, nip through the window and start running around the outside of the building on narrow planks. It's perfectly possible to find places to stand so that agents can't actually see you, meaning that you can regenerate your health and focus back to full, which you will probably need to do more than once.

At one point the combined weight of you and an agent will cause the planks to collapse down to the next level. From here, work your way steadily down one set of sloping planks and up another until you reach a point where you have to super jump off the end and smash through a window.

One cut-scene later, it's time to start running around the inside of the building. Trying to summon the lift only makes an agent smash through it, but hell – it's still a way through. Get to the next lift ASAP, to activate another cut-scene and end the sub-chapter.



IT VALET OF DEATH
It'il take more than a
wash to fix this car

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

THE HULK

ISLES 51508

Enter these codes at an In-game terminal: Play as Gray Hulk: JANITOR
Unlock Desert Battle Art: FIFTEEN
Unlock Hulk Movie FMV Art: NANOMED
Unlock Hulk Transformed Art: SANFRAN
Unlock Hulk vs. Hulk Dogs Art: PITBULL
Enter these codes in the Options menu:
Double Health for Enemies: BRNGITN
Double Health for Hulk: HLTHDSE
Half Enemies' HP: MMMYHLP
High Score Reset: NMBTHIH

DEF JAM VENDETTA

Regenerator: FLSHWND

(SLES 51479)

Cheat codes for unlocking characters. Go into the Character Select screen in Battle Mode. Any match is fine. Use L1, R1, L2, R2.

Arii: ⊗, @, △, ⊚, @

Briggs (alternate costume): $(\otimes, (\triangle), (\bigcirc), (\bigcirc)$ Briggs (alternate costume): $(\otimes, (\triangle), (\bigcirc), (\bigcirc)$

Carla: ⊗, ⊚, ⊗, ⊗, ⊗ Chukklez: ⊚, ⊚, △, ⊗, ⊚

Cruz: ⊚, △, ⊗, ⊗, ⊚ D-Mob: ⊚, △, ⊚, ⊗, ⊚

D-Mob (alternate costume): (a), (a), (b), (b), (c)

Dan G: ⊗, ⊚, ⊗, ⊚, ₪
Deebo: ⊚, ⊚, ⊗, ⊗, ♠
Deja: ⊚, ⊕, ⊙, ⊙, ⊗

Deja: (0), (0), (0), (8) DMX: (0), (8), (0), (4), (0) Drake: (4), (0), (0), (8), (8)

Drake (alternate costume): ⊗, ձ, ձ, ⊚, ⊚

Funkmaster Flex: (0), (a), (0), (0) Headache: (a), (a), (a), (0), (0) House: (a), (x), (a), (0), (8)

House: (a), (x), (a), (b), (c) Iceberg: (a), (a), (b), (b), (c) Ludacris: (c), (c), (c), (d), (d)

Manny (alternate costume): ⊙, ⊕, ⊙, ⊕, ⊙

Masa: ⊗, ⊚, △, ⊕, ⊕ Method Man: ⊕, ⊙, ⊗, △, ⊚

Moses: ⓐ, ⓐ, ⑩, ⑩, ⊗

N.O.R.E: (0), (0), (A), (X), (0) Nyne: (0), (0), (X), (X), (A) Omar: (0), (0), (0), (A), (A)

Opal: (0), (0), (0), (0), (a) Peewee: (8), (8), (0), (a), (0)

Penny: ⊗, ⊗, ⊗, △, ⊚ Pockets: △, 回, ⊚, ⊚, ⊗

Proof (alternate costume): ⊗, ⊚, ձ, ⊚, ⊚

Razor: (a), (a), (a), (b), (c)

Razor (alternate costume): (a), (b), (c), (d), (d)

Redman: \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc Ruffneck: \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc

Ruffneck (alternate costume): ②, ⊙, △, ⊗, ③

Scarface: ∅, ₪, ⊗, ♠, ₪ Sketch: ♠, ♠, ⊚, ₪, ⊗

Snowman: (a), (a),

Steel: ⊗, ⊘, ⊘, ⊘, ⊘
Tai: ⊘, ⊘, ⊕, ⊗, ⊙
Zaheer: ⊘, ⊘, ⊕, ⊗, ⊗

METAL GEAR SOLID 2: SUBSTANCE

(SLES 82009)

Photograph Mode

Successfully complete bomb disposal mode, hold up mode (alternative missions), and eliminate mode to unlock photograph mode in the Alternative Missions.

Raiden X

Successfully complete 100% of the missions as Raiden and Ninja Raiden.

Sunglasses

After completing the game two times, Snake and Raiden will be wearing sunglasses.

Unlock Boss Survival

Beat the full game (Tanker and Plant) to unlock boss survival mode.

Unlock Cast Theater

Beat the full game (Tanker and Plant) to

unlock the casting theater.

Unlock Everything

If you have a save from the Document of Metal Gear Solid 2 PS2 DVD's 5 VR missions you will unlock everything in the game with it on your memory card before starting Subsance up.

Unlock MGS1 Snake

Complete 100% missons with Raiden, Raiden(Ninja), X Raiden, Snake, Plisken, and Snake (tuxedo) to use Snake from Metal Gear Solid 1

Unlock MGS1 Snake in VR Missions Complete 100% of Snake's, Pllskin's, and Tuxedo Snake's VR Missions.

Unlock Ninja Raiden in VR MissionsBeat 50% of Raldens VR Missions to unlock Ninja Raiden in the VR Missions.

Unlock Pliskin in VR Missions

Beat 50% of Solid Snakes VR Missions to unlock Pliskin in the VR Missions.

Unlock Tuxedo Snake

Get 100% with Snake and Pliskin to unlock Tuxedo Snake.

SPEED KINGS

(SLES 50848)

Quick start: Hold Gas + **(a)**, then release **(b)** after the countdown.

Wheelie: Hold the left analogue stick back.

Standing Wheelie: Press + left analogue stick back.

Surfing Wheelie: Press (1) + (2) + left analogue stick back.

Cross Surfing Wheelie: Press ⊕ + left analogue stick back + R1 + ⊚.

Endo: Press left analogue stick forward + ⊕.

Surfing Powerdown: Press (1) + left analogue stick forward + (2).

Handstand Powerdown: Press (D + (D) + left analogue stick forward + (A).

Surfing: Press **•** + left analogue stick forward, then left analogue stick back.

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DEATH BY DISK

RYGAR: THE LEGENDARY ADVENTURE

Get your head around this Greek myth-lite adventure before it feeds you to the lions

THE DISKARMOUR

Rygar's glant yo-yo style weapons – Diskarmours – are what you'll use to shred enemies, break down walls and cause plenty of mayhem as you complete your adventure. They're also needed to smash pots, pillars, columns and other structures to expose valuable Items.

There are six different Diskarmour designs to choose from, but they are only accessible once you've completed the required criteria. Here's how to bag yourself each of the six Diskarmours.

Pizzarmour: Complete the game under the Normal difficulty setting with a grade D ranking or higher, then press to when the Tecmo logo appears at the start of the game.

Guitermour: Complete the Necromandio Cave under the Legendary difficulty setting then press and and when the Tecmo logo appears at the start of the game.

Hambarmour: Complete the game under the Hard difficulty setting with a grade A ranking or higher then press (12) when the Tecmo logo appears at the start of the game to use this tasty bit of kit. Rolfarmour: Complete the Necromandlo

Cave under the Hard difficulty setting then press (2) when the Tecmo logo appears at the start.

Sushiarmour: Complete the game under the Legendary difficulty setting with a grade S ranking then press 100 and 102 when the Tecmo logo appears.

Euroarmour: Complete the Necromandio Cave under the Normal difficulty setting then press co when the logo appears.

BUILD UP POINTS

Bulld Up Points are small orbs which are exposed when certain enemies or structures have been destroyed. They can then be used to strengthen and increase a Diskarmour's level once you have accumulated 2,000 points or more. The blue coloured orbs contain ten Build Up Points, while the purple orbs contain 100 Build Up Points.

MOVE CHART

The Move Chart can be found on the Inventory screen during a game. It'll display all the moves and combos that can be performed with a Diskarmour. Use the Move Chart to try out new attacks on different enemies as you progress through the game to increase your combat skills and prepare you for the boss battles.

THE NECROMANDIO CAVE SIDE QUEST

The Necromandio Cave Is a side guest within Rygar. It consists of 30 levels in which you must pit your wits against hoards of enemies that vary for each level. The entrance to the Necromandio Cave is located below a stone block at Othrys Mountain, just before you enter Magma Cave for a second time (it can only be accessed once you have the ability to tackle stone blocks). Unfortunately there are no save points within the Necromandio Cave, which makes it extremely tricky when playing on the Hard and Legendary difficulty settings. Save your game before entering the Necromandio Cave, keep an Ambrosia, Omphalos and Caduceus in your item list if possible, and increase your Diskarmour's levels to maximum. Do these things and you'll stand a much better chance against the hordes of enemies awaiting you.

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03308 03307 03304 03305 03301 03302 03306 11351	Grand Theft Auto 3 Grand Theft Auto 3	Lower Wanted Level
03307 03304 03305 03301 03302 03306 11351	Grand Theft Auto 3	
03304 03305 03301 03302 03306 11351		Full Armour
03301 03302 03306 11351		Dodo Mode
03302 03306 11351	Grand Theft Auto 3 Grand Theft Auto 3	Break off Limbs Weapons
11351	Grand Theft Auto 3	Money
	Grand Theft Auto 3	Full Health
	Primal Primal	invincibility Easy Kill
14261	The Getaway	Double Health
14262	The Getaway	Armoured Car Weapon
14745 14741	Blood Rayne Blood Rayne	Enemy Freeze God Mode
14747	Blood Rayne	Gratuitous Dismemberment
14744	Blood Rayne	Level Select
14743 14748	Blood Rayne Blood Rayne	Time Factor Juggy
14742	Blood Rayne	Fill Bloodlust
14746	Blood Rayne	Show Weapons
10543 10541	Midnight Club II Midnight Club II	Unlock All All Locations
10542	Midnight Club II	All Cars
12202 12201	Ty The Tasmanian Tiger	Unlock all Technorangs
12201	Ty The Tasmanian Tiger The Sims	Show All Items All Objects Free
12573	The Sims	Unlock Party Motel
12571 12863	The Sims X-Men 2: Wolverine's Revenge	All Locked Objects Cheat Menu
12862	X-Men 2: Wolverine's Revenge	All Costumes
12861	X-Men 2: Wolverine's Revenge	Level Select
12864 11332	X-Men 2: Wolverine's Revenge Red Faction 2	Cerebro Files Unlimited Ammo
11331	Red Faction 2	Super Health
11333	Red Faction 2	Gibby Explosions
11334 13653	Red Faction 2 BMX XXX	Unlock All Cheats Unlock All Bikes
13652	BMX XXX	Unlock All Levels
13651	BMX XXX	Unlock All Movies
13655 13654	BMX XXX BMX XXX	Fluffy Bunny Mode Amishboy
13541	Jurassic Park Operation Genesis	Money
13542	Jurassic Park Operation Genesis	All Research
13544 13543	Jurassic Park Operation Genesis Jurassic Park Operation Genesis	Market Day Mr DNA
12522	Lord of the Rings: The Two Towers	Full Arrows/Axes
12521 04124	Lord of the Rings: The Two Towers Turok Evolution	Refill Your Health Ammo
04124	Turok Evolution	Invincibility
04125	Turok Evolution	Invisibility
04123 04122	Turok Evolution Turok Evolution	Level Skip Weapons
08702	Mat Hoffman's Pro BMX 2	Elvis Outfit
08701	Mat Hoffman's Pro BMX 2	All Levels
09021 05921	Conflict Desert Storm No One Lives Forever	Cheat Menu Level Select
11302	Tony Hawk's Pro Skater 4	Unlock Skaters
11303	Tony Hawk's Pro Skater 4	Perfect Rails
11304 11305	Tony Hawk's Pro Skater 4 Tony Hawk's Pro Skater 4	Perfect Manuals Unlock Everything
11301	Tony Hawk's Pro Skater 4	Matrix Cheat
09923	Hitman 2: Silent Assassin Hitman 2: Silent Assassin	All Weapons Nallgun Mode
09925 09924	Hitman 2: Silent Assassin	Level Select
09921	Hitman 2: Silent Assassin	Level Skip
09922 06846	Hitman 2: Silent Assassin Medal of Honour: Frontline	God Mode Bullet Shield Mode
06847	Medal of Honour: Frontline	Perfectionist
06845	Medal of Honour: Frontline	Photon Torpedoes
06848 06844	Medal of Honour: Frontline Medal of Honour: Frontline	Snipe-A-Rama Gold Medal for Current Mission
06843	Medal of Honour: Frontline	1 Shot Kliis
06842	Medal of Honour: Frontline	Unlimited Ammo invincibility
06841 03252	Medal of Honour: Frontline Max Payne	Health
03251	Max Payne	Level Select
07391	Soldier of Fortune Gold Edition Soldier of Fortune Gold Edition	Invincibility Full Ammo
07392 07394	Soldier of Fortune Gold Edition	Hand to Hand and Explosive Weapons
07393	Soldier of Fortune Gold Edition	Heavy Weapons
02881	StuntMan	All Tous
02882 02883	StuntMan StuntMan	All Toys All Filmography
12582	007 Nightfire	Upgrade Q Gadgets
12580 12581	007 Nightfire 007 Nightfire	Bigger Sniper Rifle Clip Level Select
01961	Soul Reaver 2	Bonus Materials
08121	Splder-Man	Master Code
08122 08124	Spider-Man Spider-Man	Unlimited Webbing Level Select
08124	Spider-Man	Matrix Style attacks
08123	Spider-Man	All Fighting Controls
04354 04353	Tony Hawk's Pro Skater 3 Tony Hawk's Pro Skater 3	All Movies All People
04353	Tony Hawk's Pro Skater 3	All Levels
04351	Tony Hawk's Pro Skater 3	All Cheats
06722 06721	Baldurs Gate Dark Alliance Baldurs Gate Dark Alliance	Super Character invincibility and Level warp
12001	Kelly Slater's Pro Surfer	All Tricks
12002		All Surfers

Your definitive guide to the ever expanding library of PlayStation 2 games.

So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award.

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the lastest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the relvews and previews, here's your 'at a glance' guide to all things PS2 and technical.

power in flight sims. Al: Artificial Intelligence gue: Re: Dual Shock 2. Registering degrees of Input, as opposed to digital's s: Snowboarders or games featuring the alpine

sport.
Coin-op: Coin-operated arcade videogames.

Cut-scene: Explanatory, videogame (also 'FMV'). CPU: Central Processor Unit.

Dev kits: Programmable PS2s used by developers. PS2 controller.

Dual Shock controll

Controller for PSone. **Dual Shock 2:** Controller designed for PS2 (with

ECTS: European Computer Trade Show E3: Electronic Entertainment Expo (US).

Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.

FPS: First-Person Shooter leg Quake III). Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.

High res: High resolution (graphics). **HUD:** Head Up Display.

Screen furniture such as map, speedometer, etc. **Iconography:** Graphical shorthand defining game,

Low res: Refers to poor quality graphics. L3: Pressing down on the PS2 controller's left joystick.

Mini-games: Bonus,
playable games found in

larger titles. Polygon: Building block of videogame graphics. **PSone:** The precursor to PS2. If you don't know what

this is then frankly there's no hope for you.

Real-time: When one

second of game time equals one second in the real world. **RPG:** Role-playing game. **RTS:** Real-time strategy.

R3: Pressing down on the PS2 controller's right

Sim: Simulation.
Strafe: Move sideways while **USB:** Port to connect peripherals such as

*If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

7 BLADES

Aside from the occasionally iffy Al, this has enough variety to make a solid single player , and the multiplayer gives it longevity.

PlayStation 2

Ninja-styled adventure with a 'healthy' dose of chop-socky gameplay.

18 WHEELER

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened game

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but

ACE COMBAT: DISTANT THUNDER

Best Ace Combat yet. A graphically-pollshed flight sim with a variety of missions. Best with a flight-stick of some kind.

AFL LIVE 2003 Good enough to be a must buy for footy fans, but not flashy or deep

keep you impressed and entertained until the next Tony Hawk says, "Buy me, duder"

PlayStation 2

Intricate visuals, sublime handling, massive airs

- everything you could want hoverboarding to ALL-STAR BASEBALL 2002

PlayStation 2

An enjoyable all-round game of baseball with oodles of depth, and urprisingly compelling to watch as well as to play.

ALONE IN THE DARK: THE NEW NIGHTMARE

OVERALL

An undenlably scary survival horror game series, but one that falls to

hten the pants off the PS2 in this comeback

ve, well-realised update of the N64 puzzler Wetrix Essentially it's Tetris with water. Weird, but worthwhile.

Crude visuals, but plenty of fast and furious gameplay.

ARMORED CORE 2

nitely-tweakable first-person mech shooter. Not for the casual gamer

ARMY MEN AIR ATTACK: BLADE'S REVENGE

Very dull helicopter game. Hardly surprising from arguably the worst ries of games to grace a console.

ARMY MEN: GREEN ROGUE
Overall shooter that manages to sink to new depths of soldlering tedium. Avoid at all costs.

ARMY MEN: SARGE'S HEROES 2

ERUNZE

PlayStation 2

Another poorly realised shooter, from the series that stars the little green plastic soldiers.

The love-child of cel-shaded graphics and Gran

Play D&D on a consolel Quite simplistic and

arcadey, but this is still a great RPG that dds nicely to the PS2's line up.

A rough-cut fighting game with RPG elements and branching storylines.

YOUR KEY TO SHORTLIST

Only for games that scored the elusive 10/10.

SILVER games with a mighty 9/10.

Given to games that scored an impressive 8/10.

GAMES FOR NUDITY

1. BMX XXX

2. THE GETAWAY

Strangely unerotic

3. GTA: VICE CITY

ust off camera but

den wakes up

ans clothes, Good

5. LARGO WINCH

4. MGS2

BATMAN VENGEANCE

RUMPE

PlayStation 2

PlayStation 2

interesting action adventure, but just a little too 'on rails' to provide a

Cruddy controls stop this otherwise peachy beat 'em up from realising

and violence. It's not going to tax your mind but it's so much fun you won't care.

OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will **BURNOUT 2: POINT OF IMPACT**

An even more intense racing experience than its predecessor. The Fast & the Furious

CAPCOM VS. SNK 2 A superb 2D beat-'em-up from the house that knows all there is to know about

combat. With endless two player fun.

Arcade racer with crazy physics and a dose of high-speed hard

COLIN MCRAE RALLY 3
Sets new standards in rally racing visuals,

with impressive car damage and weather effects. A must have for offroad racing fans

COMMANDOS 2 A daunting but extremely worthy and

controls a team of operatives in WWII missions

A pretty run-of-the-mill RTS game that cleverly forces you to take

account of media coverage CONTRA: SHATTERED SOLDIER

PlayStation 2

A fantastic trip down memory lane for old school veterans, but Contro may confuse or confound the contemporary gamer.

CRASH BANDICOOT: THE WRATH OF CORTEX

Crash spins onto PS2 but little has changed from PSone. Time for some iew Ideas with titles like Ratchet & Clank setting the new standards.

Arcade thrills aplenty in this no-holdsbarred city-smashing racer.

If you want speed, buy this nov CRICKET 2002 The best leather-on-willow sim on any

console, ever. Relax and make like it's

PlayStation 2

DANCING STAGE MEGAMIX

Top sweaty disco fun, marred by a filmsy selection of songs. All together

now - blg fish, little fish, cardboard box. DARK CLOUD

An enthrailing RPG with atmospheric music and a world-building nent thrown in for good measure.

Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters

DEF JAM VENDETTA

Some more options would have made this a true champion, but it's still a worthy

DEUS EX

The thinking man's action shooter and genre-busting game that redefines expectations, Superb.

PlayStation 2

SILVER PlayStation 2



delding battling with lush surroundings and perb gothic atmosphere. One of the best PS2 games yet? Definitely. DEVIL MAY CRY 2

PlayStation 2

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkles.

SRUMZE

Gene warfare and confusing puzzles abound in this bizarre manga adventure.

DONALD DUCK: QUACK ATTACK

DRAGON'S LAIR

A first-generation platformer that suffers from Stone Age gameplay and graphics.

Unplayable retro adventure. Should have stayed firmly stuck on th

Laser Disc where it belonged.

DROPSHIP: UNITED PEACE FORCE

impressive combat sim that rewards commitment with paced and varied

PlayStation 2

DYNASTY WARRIORS 3
More of the same great mass battles and explosive action, marred only slightly by

PlayStation 2

DYNASTY WARRIORS 3: XTREME LEGENDS A solid, entertaining expansion pack that will have Dynasty Warriors 3

DYNASTY WARRIORS 4

Dynasty Warriors 4 is an accomplished title, but due to its lack of innovation, it's unlikely to get many pulses racing.

Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all,

PlayStation 2

ENTER THE MATRIX Despite a painful lack of depth ETM is an enjoyable package for anyone after another dose of Matrix mayhem.

ESCAPE FROM MONKEY ISLAND

Adventure that includes smart visuals, witty

ESPN NATIONAL HOCKEY NIGHT Other hockey sims on the market with better gameplay put this in the

controls and a lack of excitement.

sin bin. ESPN NBA 2NIGHT

peplay makes this one for basketball heads only.

ESPN X GAMES SKATEBOARDING Not-so-extreme skateboarding sim with some unsightly graphical glitches. You're better off sticking with Tony Hawk's

ESPN WINTER X-GAMES SNOWBOARDING Lifelike snowboarder, ruined by unsightly bland graphics, unrespondent

EOE: EVE OF EXTINCTION

EVIL TWIN Adventure from the dark side of platforming. Average, so-so animation with 76 levels of twisted plot.

EXTERMINATION Alien-inspired survival horror-fest that is set in a deserted Antarctic

search base. Positively crawling with cool design innovations.

A neon beast of a future blke racer that requires skill and brains. Takes some

PlayStation 2

Forget the fact that it's marketed at casual gamers; give it a try, because when it

F1 2001

layStation 2

Another solid PS2 Formula One title, but ultimately it's a tad soulless.

F1 CAREER CHALLENGE At last, an F1 game that makes a priority of excitement and thrills over orthy but dull simulation.

ne world's first fireworks game. Not enormous, but of rare and

RARI F355 CHALLENGE

One of the most realistic racing simulations ever. More for driving game experts than casual racers.

FIFA 2003

Despite closing the gap with a more realistic football simulation, this is still a FINAL FANTASY X

PlayStation 2

114/

Nothing else needs to be said about this brilliant RPG. A classic Square adventure

PlayStation 2 with next-gen presentation and production FORMULA ONE 2003 other F1 corker All the drivers, tracks BRUMBE and cars included. Load it up and feel the

eed. Feel the need for speed.

This is potentially a great game, but it's scuppered by careless lack of fairness and failure to reward skill with progression.

FUR FIGHTERS

Cute fluffy creatures armed to the teeth with shotguns blast each other to pleces. The toy cupboard will never look innocent again. G1 JOCKEY

tore like an exercise in statistical analysis than a horse racing ga with bland graphics and sound.

Brilliant cel-shaded graphics bring a cast of weirdo anime characters to life in a fighting game based on a comic series.

A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style

GIANTS: CITIZEN KABUTO The Reaper might be cool, but loading times hamper this port of a

If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

SILVIER

GLOBAL TOURING CHALLENGE: AFRICA An impressive racer that is further lifted by clever use of interesting

GRAND THEFT AUTO 3

Not quite as good as its neon-soaked, '80s now be found for bargain prices.
GRAND THEFT AUTO: VICE CITY

tter than GTA 3! Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

If you didn't know already, GT3 is the eatest racing game in the world. Speed

wn to the store and buy it now. GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

A more accessible version of GT3, with ncept cars. Perfect for those who just

PlayStation 2

GRAVITY GAMES An unoriginal rip off of the Mat Hoffman series, offering little reason to

A decidedly crap racing title that falls to deliver on all fronts. Not mething to bother with considering how many other decent racers

Futuristic racer that's improved by an innovative track editor.

Pushes hard at beat-'em-up boundaries. The

GUILTY GEAR X

start of a new wave of next-gen 2D fighters.

STATE OF THE PARTY layStation 2

Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

GUN GRIFFON BLAZE





GAME



DVD

IARD BOILED slug-flinging action



postal' at an arms dealer convention. shooter/adventure arrives on PS2 in ent form. An essential purch

HARRY POTTER AND THE CHAMBER OF SECRETS Simplistic puzzles and gorgeous graphics ake this a winner for younger fans of the

PlayStation 2

Dirty Harry meets MGS2 in a world where the law is controlled by ounty hunters. There's a great game hidden here sor

HAVEN: CALL OF THE KING

HEADHUNTER

An epic platform game that provides a imless adventure with no loading terrupting the action.

PlayStation 2

Patchy PC-style fantasy advent

HITMAN 2: SILENT ASSASSIN

A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or pure of heart, but it contains brilliant gaming INTERNATIONAL SUPERSTAR SOCCER

gratification take ISS up to the PS2 level.

PlayStation 2

PlayStation 2

PlayStation 2

TILAVE

PlayStation 2

More arcadey than PES with better commentary, but dodgy ball physics and animation. Not for soccer purists.

JAK AND DAXTER: THE PRECURSOR LEGACY

A brilliant platformer from the makers of Crash Bandicoot that Introduces two heroes

JAMES BOND 007: AGENT UNDER FIRE A thrilling single-player Bond experience,

ith a great four-player mode and beautiful

JEREMY MCGRATH SUPERCROSS WORLD A motocross game that's just like the real thing (minus the thrills

speed, gritty handling and mud). JURASSIC PARK: PROJECT GENESIS

A prehistoric premise, sure. But Operation Genesis puts a fresh spin on the God sim genre. Hammond would be proud.

KENGO: MASTER OF BUSHIDO

A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

KELLY SLATER'S PRO SURFER

A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

PlayStation 2

A real-time strategy game set in feudal Japan, where you get to command a huge army. Strategy fans only.

A beautifully produced RPG with Disney and Square characters. Don't let the kiddy vibe

KLONOA 2: LUNATEA'S VEIL Cute and cheerful platformer featuring the le glove-eared blue cat-rabbit hybrid.

BRUMZE PlayStation 2

PlayStation 2

KNOCKOUT KINGS 2001 A more-than-competent boxing sim. Not a match for Rocky though.

KURI KURI MIX A blend of two-player co-operation and cutesy platformer. An odd but

worthwhile addition to any PS2 collection.

LARGO WINCH Based on a French comic character, this spy game is too linear, and acks the interactivity that is needed to maintain a gamer's attention.

LEGAIA 2: DUAL SAGA

A Japanese RPG that uses a combat system full of combos and special oves. A host of mini-games prevent this from falling into the 'generic'

LEGENDS OF WRESTLING violent ballet' with a shortage of modes and options. There are much better recreations of Pro wrestling.

LE MANS 24 HOURS

sible for gamers daunted by sim-style vehicle handling, but has depth and thrills



LMA MANAGER 2002 A-grade soccer management game, but for die-hard football fans only. LORD OF THE RINGS: THE TWO TOWERS Superb hack and slash gaming based on the ovie, not the book. Not very deep, but MARK OF KRI An enjoyable single player adventure that hacks, stabs and slashes at the beat 'em ne. Check It out. MADDEN NFL 2003 While realistic enough, of the two major NFL ames around, this is the flashier, Best for those who want high scores over realism. MAT HOFFMAN'S PRO BMX Whilst impressive in many areas and xceptional in some, MHPB2 doesn't quite MAX PAYNE A fine shooting game that is underrated. Fantastic Innovations and a very cinematic eel lifts the action. MAXIMO A tribute to Ghosts 'N' Goblins and an cellent mix of retro and modern gaming. Originally on Dreamcast and PSone, this third-person shooter has lost nothing in translation. Destined to be a cult classic nstalment of the series, but an excellent

PlayStation 2 MEDAL OF HONOR: FRONTLINE A very realistic FPS that has been wowing TIAVE audiences the world over since the game PlayStation 2 METAL GEAR SOLID 2: SONS OF LIBERTY A must-own, state-of-the-art tactica lonage game that's reason enough to buy METAL GEAR SOLID 2: SUBSTANCE ckage for newbles but MGS2 owners will PlayStation 2 gle to find \$110's worth. Nothing particularly 'next-gen' about this

ERONZE

REMAE

PlayStation 2

PlayStation 2

PlayStation 2

BRIMES

BUMZ

RUMES

BRUNZE

PlayStation 2

SILVE

BRUMZE

PlayStation 2

CELEB-O-

How much do

pose with OPS2?

THIS MONTH...

udimentary whining about

dollars and no

Remember readers

If you supply a photo of celeb +

free game for you. What you walting for? Brandish the

D-list bloke will do)

Get snapping. Send 'em in (usual

address) and we'll

print 'em, deffo. Yay celebsi

elping us out, he

folded, grabbed the mag and pretended

RORY BREMNER

PlayStation

I State

PlayStation 2

PlayStation 2

PlayStation 2

MONSTERS, INC Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film

An entertaining lightshow generator, containing five full dance albums. Not quite up to the standards set by MTV Music Generator.

MODERNGROOVE: MINISTRY OF SOUND

MOTO GP Gran Turismo on two wheels? A fantastic motorbike sim that re

мото сра A refreshing bike racer. Slightly repetitive gameplay and a shallow

multiplayer, but slick, fast and realistic, Excellent 3D graphics and race мото GP3

A little repetitive and far too similar to the last two games. Still, it's the oest motorbike game on the system thus far.

MTV MUSIC GENERATOR Home DJ sample/mixer music maker. It's

ormous fun and nigh-on faultiess. This PlayStation 2 is exciting and well out together. MX SUPERFLY 2003: FEAT RICKY CARMICHAEL

ed and engaging motorcross sim that utilises its subject matter to great effect. An excellent extreme game.

Motocross/supercross slm that lacks the true grittiness and excitement of the sport.

Not only realistic, but packed with plenty of atures as well, offering a wide selection of **NBA HOOPZ**

NBA 2K3

BROMZE PlayStation 2

instant arcade-styled basketball sim, but there are better ones on the street

An update of NBA Live 2001? Only for true basketball nuts.

IBA STREET VOLUME 2

NFL 2K3

dden 2003.

own for hoop fans and anyone oking for a solid multiplayer title.

EII4VEE PlayStation 2

NEED FOR SPEED: HOT PURSUIT 2

ne of the better arcade racers to grace the PS2. Truly the best of the NFS series, not

PlayStation 2

nerican football thanks to its ultra-realistic hics and game NFL QUARTERBACK CLUB

SILVE PlayStation 2

an football game that has uniqu eatures, but unable to compete with

Excellent simulation settings for the dieard fans, and plenty of arcade thrills for PlayStation 2 REME PlayStation 2

NHI 2003 The definitive ice hockey videogame, but only a slight improvement on

NY RACE verage future taxi racer, based on the opening sequence of Luc

's sci-fl epic The Fifth Element. Nothing crazy to see here

w character animation in an enjoyable 3rd person sci-fi romp.

ONIMUSHA: WARLORDS Impressive survival horror that lets the layStation 2 run riot. Does suffer from an OPERATION WINBACK

PlayStation 2

acks variety, but still an enjoyable stealth shooter, nevertheless

ORPHEN A disappointing anime-inspired Japanese RPG.

PARAPPA THE RAPPER 2

hythm action game from Japan In which you play a rapping dog.

Imple but compelling gameplay. Short life span and only really worth

PARIS-DAKAR RALLY Based on the race of the same name, this sim does little to inspire

PENNY RACERS

A half-baked and underfed GT3, with just a few good tracks, it's a ifficult one to recommend to anybody wanting a great racer.

POLICE 24/7 ic cop-shot light gun game with motion capture option. Frantic a fast but lacks structure and individuality. Just another on-rails shoot-

POOLMASTER

Dull pool sim, despite some tidy ball physics.

PRIDE FC

The new king of the ring! Pride FC is the most listic fighting simul tem to date. Great stuffl

PlayStation 2

PRISONER OF WAR Escaping from POW camps is all well and good, but you remain a

orisoner of often rigid game objectives. Even so, this is a bold,

PRO EVOLUTION SOCCER 2 For the second year running, the Pro Evolution

eries has been the best soccer-sim on any PROJECT EDEN

SILAVIES PlayStation 2

PlayStation 2

Look beyond some not-great visuals and ou'll lose weeks to this complex and **OUAKE III**

In four-player, this FPS is solid multiplayer fun.

A technical tour de force, it runs smoothly and

PlayStation 2

RATCHET & CLANK Pure platforming bliss from the compa pehind the original Spyro the Dragon titles

SIAVE

RAYMAN 3: HOODLUM HAVOC Rayman offers plenty of 'armless fun but he's no match for Ratchets or ALLY FUSION: RACE OF CHAMPIONS

A decent offroad racing simulation that only really falls short in that it falls to match the wonders of Colin McRae Rally 3 and WRC II Extreme

READY 2 RUMBLE: ROUND 2 A marvellous, arcade-based comedy boxing game, pitting ridiculous

RED FACTION

Ace first-person shooter that melds MGS-style ictics and the all-out blasting of the hallov

PlayStation 2

RESIDENT EVIL CODE: VERONICA X

cartoon fighters against each other.

A captivating story, cin and copious amounts of blood-letting

RETURN TO CASTLE WOLFENSTEIN

Only the high standards of the FPS competition prevent this from being a truly REZ

PlayStation 2

Exploring the relationship between sound nd colour this techno shooter provides neplay. Unique, and refreshing. RIDGE RACER V

PlayStation 2

A popular racer, but high hopes were scuppered by the limited size and a lack of originality

A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after

PlayStation 2

ROBOTECH: BATTLECRY A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

ROCKY The best boxing title available for PS2. Has a great story mode that takes the player

PlayStation 2

So far the only PS2 game to represent this sport. More akin to Madden than FIFA in

rough the movies. Adriennel

approach. EA Sports have done it again. RUMBLE RACING Fast and furious arcade stunt racer that has

onnes of challenge and replay value, ecially in two-player mode.

RUN LIKE HELL

PlayStation 2 OVERALL 07

PlayStation 2

A refreshing sci-fi survival horror title with a host of famous names

RYGAR: THE LEGENDARY ADVENTURE This would make a fine and worthy addition to any action fan's game collection. Brevity is the only pain.

SALT LAKE 2002 Soulless Winter Olympics game. Decent weather effects but the

SHADOW OF MEMORIES Filmic adventure that keeps the surprises coming with a serpentine plot.

naiority of events are rather tedious.

EISTEN MEZE PlayStation 2

SHINOBI Shinobi is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.

PlayStation 2

One of the most atmospheric and genuinel frightening titles on PS2. Like all of your

PlayStation 2

ares rolled in to one game. SILENT HILL 3 The nastiest game on PlayStation 2 - we

lare you to play it!

PlayStation 2

SILENT SCOPE 2 A worthwhile update of this arcade sniper sim, though the formula is ooking tired now

SILPHEED: THE LOST PLANET

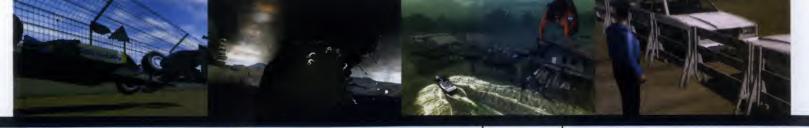
Tedious top-down shooter. No-one bought a PS2 for games like this

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
Adept footy management sim, but lacks the killer goal.

OVERALL 06

SKY ODYSSEY

A flight sim where you don't have to shoot ything, just complete crazy missions



PlayStation 2

FILAVE

PlayStation 2

514415

PlayStation 2

PlayStation 2

GAMES N TO PLAY HUNGOVI

1. WIPEOUT FUSION

2. SILENT HILL 3

3. TIMESPLITTERS 2

The screen is too

4. REZ

bblloaarrrghh"

No. Stop it! Playing

akes it even more

ou're playing it, but n the back seat?

5. BURNOUT 2

A maxed-out, splashy remake of the PSone racing classic, very much in

SMASH COURT TENNIS PRO TOURNAMENT

OVERALL 07

Deep & stylish this game suffers from disproportionate leaps in difficulty that can be off-putt

SMUGGLER'S RUN 2: HOSTILE TERRITORIES

Impressively big, fast and frantic, but not much different to its

SOCOM: US NAVY SEALS Engrossing tactical action, with excellent online play, but if you haven't got broadband you won't fully appreciate it.

SPACE RACE

PlayStation 2

SOUL REAVER 2 aziel and his huge Reaver sword.

The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off, but uses cel-shading to nice effect.

SPIDER-MAN it doesn't display huge innovations over its PSone counterpart, aithough it's a solid and enjoyable Spidey title either way.

Above average Sea-Doo racer, with Impressive water effects.

The racing is sluggish though. SPY HUNTER Pretend to be James Bond. Captures the

oirit of the original game and adds further PlayStation 2 shiny next-gen knobs. SSX TRICKY

ventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters.

STAR WARS: BOUNTY HUNTER

is let down by repetitive gameplay.

SIAVES PlayStation 2 eous to look at, taking the gamer into the Stor Wors universe, but

STAR WARS: CLONE WARS

One for the Star Wars collectors, and a great battlefield in its own right.

STAR WARS: STARFIGHTER esmerising 3D Star Wars blaster with gaging missions and film-perfect sound ects. Great fun. STAR WARS: SUPER BOMBAD RACING

STATE OF EMERGENCY

314/13 PlayStation 2

PlayStation 2

anal cartoon kart racer. The Force is weak with this one

A shallow but worryingly enjoyable game that puts the player at the STREET FIGHTER EX3

A decent enough 2D/3D fighting game, but is milking the series to eath. There are better 2D fighters from the same company.

STREET HOOPS ore about collecting fancy duds than having a decent game of

asketball, which is why this hoops title misses from the line. Won't have the wide appeal of the Drive

games due to its difficulty, but it's an ingenious concept that thrills and entertains Follow-up to the RPG launch title. More

ction orientated than the original, but still PlayStation 2

SUPER TRUCKS land, arcadey racing that falls to convey the impression of racing

SUPERCAR STREET CHALLENGE A by-the-book arcade racing game round desolate cities. Nothing to

Sword of the Samural is a slow, ponderous, but intelligent game that ombines strategy with gore.

Based on a Disney film of the same name, this tries to be different with surfing tree branches, but it doesn't work.

spite some neat cel-shading effects and amusing Looney Toons ent, this platformer is a bit too bland to warrant attent

TEKKEN TAG TOURNAMENT astically playable and graphically ectacular beat-'em-up. The tagging moves ake it a worthwhile purchase.

Continuing the tradition of fighting game kcellence. The first Tekken game to include

TENCHU: WRATH OF HEAVEN An Infusion of ninja style and killer gameplay cross nine sumptuous levels. A great return

THE BOUNCER

THE GETAWAY Sony's answer to Grand Theft Auto, with a decidedly darker and nastler storyline. Offers

SIAVE PlayStation 2 nazingly life-like replica of London. Not a smash-hit; but not damaged goods either. An enjoyable beat em up; shame about those stealth sections though.

THE MUMMY RETURNS

OVERALL
Sub-standard, adventure-based movile tie-lin. You're better sticking to

THE SIMPSONS: ROAD RAGE it's Crazy Taxi but with Bart and Homer behind the whee

THE SIMS A one of a kind gaming experience that even your mum will enjoy, with extras to make your PC gaming friends Jealous.

Not only does it do justice to the classierror film, but also introduces fear and

THE WEAKEST LINK

You'll get more enjoyment playing along with the show than you will om putting up with the viper-tongued host

THEME PARK WORLD Take on the role of a theme park tycoon for a day in this engaging go sim, where pleasing the crowds and getting those turnstyles a-spinnin' is your prime directive.

Has an excellent one-two passing system and is a solid football title, but is still plays in the shadow of Pro Evolution 2 and FIFA 2003.

THUNDERHAWK: OPERATION PHOENIX

A brave attempt to blend arcade and slm with choppers.

OVERALL 06 TIGER WOODS PGA TOUR 2002

TIME CRISIS 2 standard for others to follow. Has a great PlayStation 2 o-player co-op mode.

Fun, fast, frantic and inventive first-person hooter. Buy it for the addictive split-screen

TIMESPLITTERS 2 kes the multiplayer from TimeSplitters and ids heaps of options. Major visual upgrades,

I-Link for 15-player games - the worksl TOM CLANCY'S SPLINTER CELL ent in towni Spiinter Cell is an innovative me with some very cool touches.

TOMB RAIDER: THE ANGEL OF DARKNESS A little on the slow side but there's no doubting Lara's appeal. The original

rstar is back! TONY HAWK'S PRO SKATER 3 ntastic skate sim that's perfect to play ether you've got two minutes or two

TONY HAWK'S PRO SKATER 4 With some new moves, the series is taken in a new direction. Skate around, interact th locals and do things at your own pace.

PlayStation 2

SILVE

PlayStation 2

PlayStation 2

SILVE

TUROK: EVOLUTION

n excellent take on the Disney movie of e same name, providing platform game odness for younger gamers.

PlayStation 2

asts a wicked line-up of weapons and a variety of gaming styl ffers from crappy AI and frame rate Issues.

One of the shoddlest shooters around, Takes an Interesting twin-pistol ming concept and rulns it with slow gameplay, chronic control issues.

TWISTED METAL: BLACK This is everything that you'd expect a Twisted Metal game to be on PS2 – and

PlayStation 2

BRONZ

PlayStation 2

PlayStation 2

SILVE

PlayStation 2

PlayStation 2

REIN

PlayStation 2

PlayStation 2

PlayStation 2

UEFA CHAMPIONS LEAGUE A very run of the mill soccer title which, with its very narrow focus of gle tournament, has extremely limited appeal. If you have Pro

ution or FIFA, you don't need this.

UFC THROWDOWN
Arguably the most realistic fighting game ever made, but extremely repetitive. One for fighting game nuts only.

UNREAL TOURNAMENT
Totally over-the-top first-person shooter. akes for a nice alternative to Quake III, but is outclassed totally by TimeSplitters 2. V-RALLY 3

Not as instantly playable as WRC II Extreme or Colin McRae Rally 3 but effort pays off ith some very satisfying racing. V8 SUPERCAR RACE DRIVER

al damage. Real V8s. Real Aussle tracks. Real fun. The best racing game seen so far on the PlayStation 2I

VICTORIOUS BOXERS Offbeat Japanese boxing title that lacks the killer punch. Pointless to rack down while games such as Rocky are about.

A vampire-blasting light gun extravaganza value once the bad boys are all put to rest.

VIRTUA FIGHTER 4 EVOLUTION acked with things to do, VF4 still lacks the utright fun that makes Soul Collbur a ame for everyone.

VIRTUA TENNIS 2 Far and away the best Tennis simu grace the PS2. The World Circuit mode provides an awesome long term challenge.

WAKEBOARDING UNLEASHED It may be a little wet behind the ears but Inleashed has just as many thrills as its

WAR OF THE MONSTERS War of the Monsters is a big, brash game that explodes with charm and rns brightly... but not for very long.

WIPEOUT FUSION Style and substance are here in the most

FILALIFI fully realised Wipeout yet. This future racer is PlayStation 2 as smart and extreme as it gets. WORLD CHAMPIONSHIP SNOOKER 2003

Another feature-packed recreation of the sport from Codies, marred only by a lack of graphical flair.

WORLD DESTRUCTION LEAGUETH LANDER TANKS OVERALL 0

Arcade tank sim that's brilliant in Four-player Deathmatch mode. Lacks sting appeal in single-player mode, though.

WORMS BLAST A Tetris-like departure from the usual Worms fare, but one that lacks oth. Fans of the Worms games be aware this is more like Bust-A-

Move than what you're used to. WRC II EXTREME Don't let the 'extreme' title fool you, this is SILAVE pure rally realism. Not as pretty as Colin

McRae Rally 3, but has all the official stuff. WWE SMACKDOWN 4! 'SHUT YOUR MOUTH!' This is without a doubt the most re

epresentation of the WWE experience on a X-MEN 2: WOLVERINE'S REVENGE

A quality action adventure that blends alth with hand-to-hand combat. Only a

w irritations deny it a higher score. ZONE OF THE ENDERS Absolutely brilliant for anime fans who want

see high-speed mech combat.

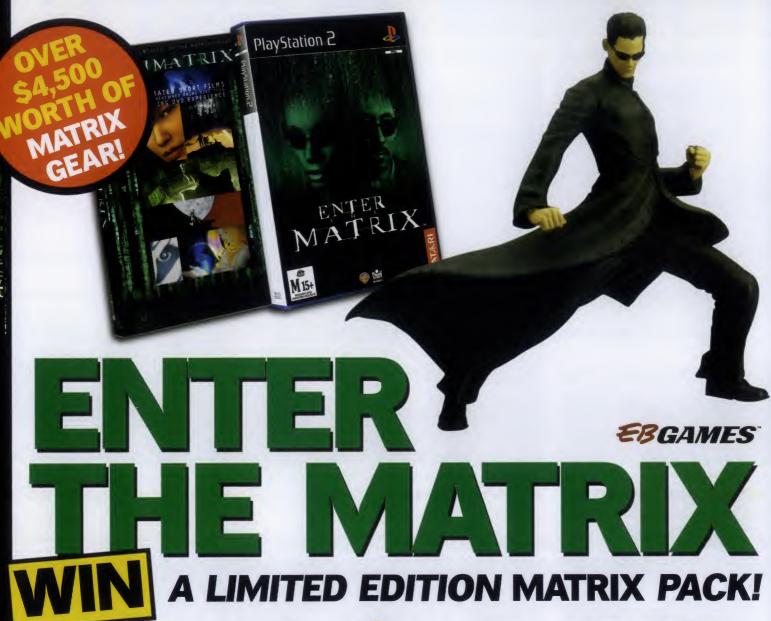
PlayStation 2

SELECTION OF STREET PlayStation 2

SILVER PlayStation 2



UDIVM



COLLECT THEM ALL

Check out some of the other cool Matrix and Matrix Reloaded statues now available through EB Games!



LOOKING FOR THE ULTIMATE MATRIX EXPERIENCE? Look no further than these incredible packs. Thanks to Atari, EB Games and Roadshow we have 20 awesome Matrix packs to give away. The lucky winners will be walking away with the intense PlayStation 2 game Enter The Matrix (normally \$109.95), the very cool Neo figurine (normally \$99.95) and the ultimate DVD Animatrix (normally \$39.95). We have twenty Matrix packs up for grabs. The first ten packs include the game, the figurine and the DVD. The second ten packs come with the game and the figurine.

To be in the running for the awesome Matrix packs, simply tell us in five words or less "Why you deserve to be The One?" Then follow the competition entry details at the bottom of the page and mark your entry "Matrix".

HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: the name of the comp, your name, age, phone number and address. All competitions close September 20, 2003.

GHT CLUB III

Finally! Here's the final coupon needed to win the Midnight Club II-styled pocket rocket.







COMPETITION TERMS AND CONDITIONS: 1. This competition is open to Australian Residents only. 2. The decision is final and no correspondence will be entered into. 3 The prize cannot be bartered and is not redeemable for cash. The collection, use and disclosure of personal information provided in connection with this offer are governed by the privacy notice. 5. Photocopies will not be accepted. 6. Full terms and conditions are available via the following: a) visit http://au.playstation.com/midnightclubcar, b) from OPS2/Derwent Howard Reception, Level 3, 75 Grafton St, Bondi Junction NSW, 2022, c) via an email request at



YOU'VE WAITED AND WAITED and now this one-of-a-kind Midnight Club II machine could be yours! OPS2, Rockstar and Auto Salon are excited to give you the chance to win the machine that we've been building since March 2003!

The car is a 1994 Nissan 180SX hatchback and it not only looks the goods (see for yourself in the photo), but will undoubtedly blow most other cars right off the road.

This is the second (and final) Official Midnight Club II Coupon. Coupon One appeared in the August issue of OPS2 (you'll need both for a valid entry). Cut out and send both coupons into OPS2 along with all of your contact details and sit tight! One lucky reader will then be contacted and flown to Sydney for Auto Salon's final battle, taking with them, one key that could start the Midnight Club II carl Easy!



HARRY'S PRACTICE

WITH THE TRIUMPHANT RETURN OF PITFALL

HARRY coming soon, what better way is there to prepare for the arrival than by going in the draw to win yourself a copy of this cool game? Activision has kindly given us five copies to giveaway, so stop wasting time and start entering.

To be in the running for a copy of Pitfall Harry, answer this simple question: "What was Harry's original game called?" Just follow the comp entry details at the bottom of page 96 (that's one on the left, over there) and mark your entry "The Pitts".



NEXT MONTH

PLAYSTATION 2 OCTOBER ISSUE

THE CUP OF LIFE

RUGBY FEVER WILL BE KICKING INTO OVERDIVE NEXT MONTH WITH THE WORLD CUP AND WE'LL HAVE THE OFFICIAL REVIEW OF RUGBY 2004. FIND OUT HOW THE GAME PLAYS ON PS2!

NEXT MONTH IN OFFICIAL AUSTRALIAN PLAYSTATION MAGAZINE

SOUL CALIBUR 2

IS TEKKEN FINALLY DEAD? IS THIS THE BEST FIGHTING GAME EVER MADE? ONLY OPS2 CAN REVEAL ALL.

METAL GEAR SOLID 3

THE BRAND NEW SHOTS THEY DON'T WANT YOU TO SEE. AND SUPER SECRET PLAY AND PLOT FACTS!

COLIN MCRAE 4

CHECK BACK NEXT MONTH FOR OUR EXCLUSIVE FEATURE AND AUSTRALIA'S ONLY PLAYABLE DEMO!

ANOTHER STACK OF FREE PS2 DEMOS...



AUSTRALIA'S ONLY PLAYABLE DEMO DVD FEATURING: RUGBY 2004, SOUL CALIBUR 2, FREEDOM FIGHTERS, TRUE CRIME AND LOADS MORE! NO OTHER MAGAZINE PACKS SO MUCH VALUE ONTO ONE DEMO DISC!













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